World War II Wargames Rules

BOLT ACTION

# EMPIRES IN FLAMES

## The Pacific and Far East

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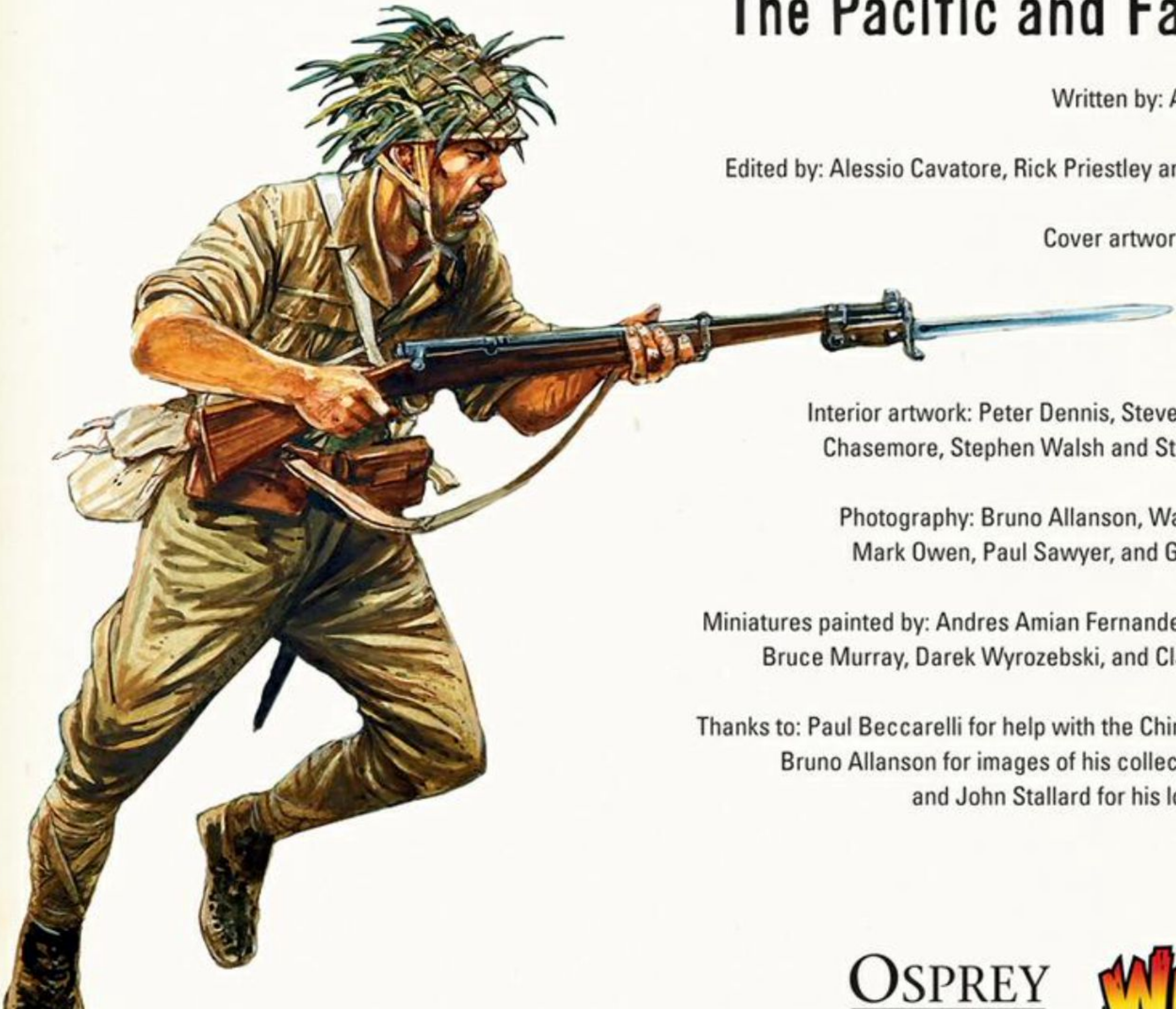
## The Pacific and Far East



Written by: Andy Chambers

Edited by: Alessio Cavatore, Rick Priestley and Paul Sawyer

Cover artwork: Peter Dennis

Interior artwork: Peter Dennis, Steve Noon, Richard Chasemore, Stephen Walsh and Stephen Andrew.

Photography: Bruno Allanson, Warwick Kinrade, Mark Owen, Paul Sawyer, and Gabrio Tolentino

Miniatures painted by: Andres Amian Fernandez, Gary Martin, Bruce Murray, Darek Wyrozebski, and Claudia Zuminich

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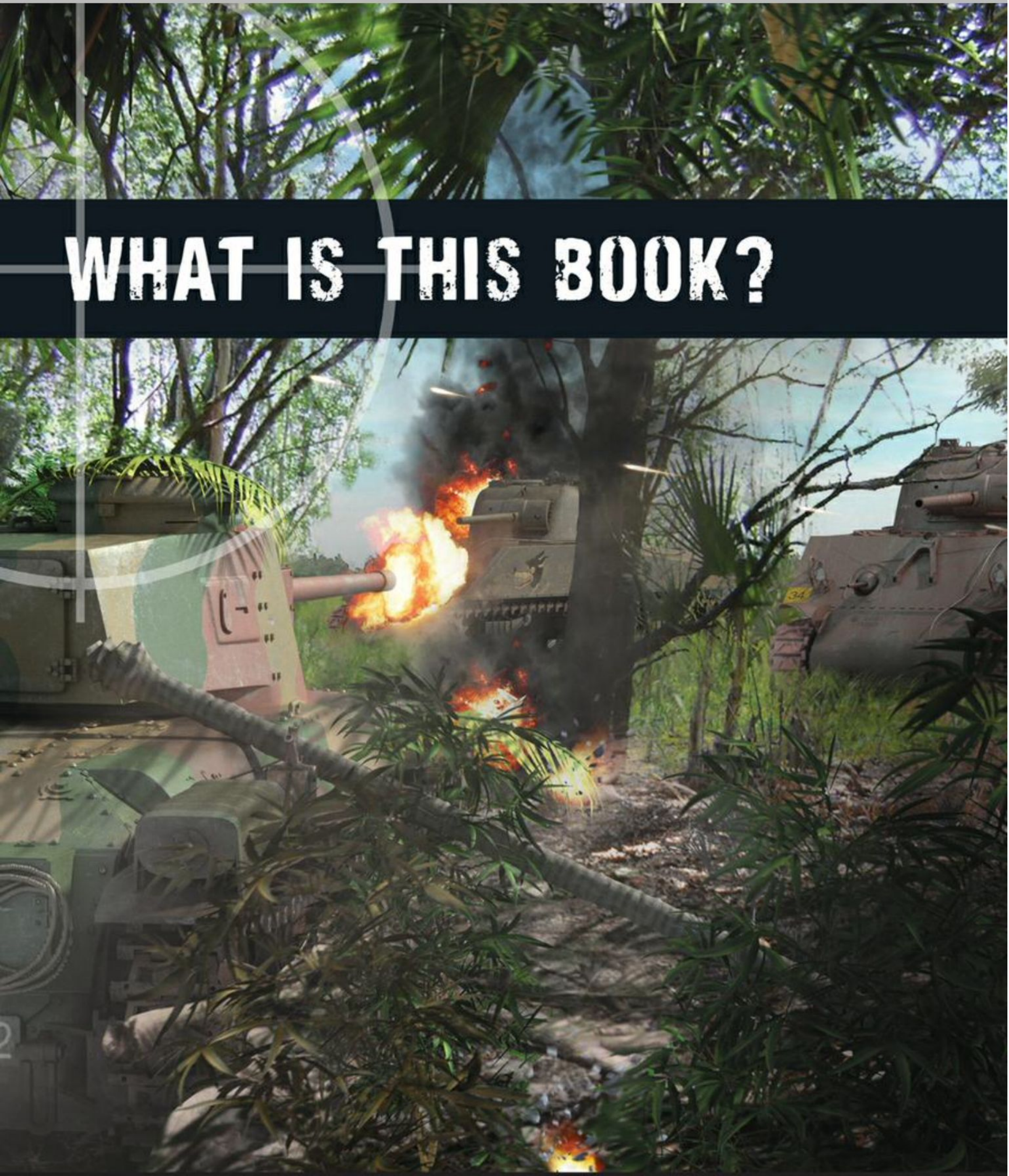
# WHAT IS THIS BOOK?



Tank clash around San Manuel, by Richard Chasemore © Osprey Publishing. Taken from Duel 43: M4 Sherman vs Type 97 Chi-Ha.

## THE PACIFIC AND FAR EAST

*Allies beware – the Burmese jungle teems with camouflaged Japanese soldiers*

This book is a supplement to the tabletop wargame *Bolt Action*. It focuses on the Far East and Pacific theatres during World War II, from the Japanese invasion of China two years before the official start of the war in Europe through to the Allied plans to invade the Japanese home islands in 1945, and the end of the war.

This supplement provides a context for your games set in the Pacific Theatre, addressing common historical questions asked by players such as: How did the relatively small, lightly equipped Japanese Army conquer the territories of the colonial powers so quickly? How were they eventually stopped and what kind of battles were fought? What was the terrain like and what factor did this play tactically? By answering these and other questions, we hope that you will enjoy a more rewarding game and perhaps gain a glimpse of what the brave men of many nations endured in the Pacific Theatre.

This book is not intended to be a definitive account of all the campaigns fought in the Far East, such a subject would (and does) occupy many volumes of equivalent size. Instead we aim to present a primer for this area of the conflict that points out items of interest as we go. Should anything pique your curiosity you will be able to find many resources to dig deeper into it: World War II is undoubtedly the most written about war in history. The special significance of the war in the Pacific to so many nations means it is one of the most keenly studied and extensively dissected parts of the war, a fascinating – and dramatic – topic in its own right.

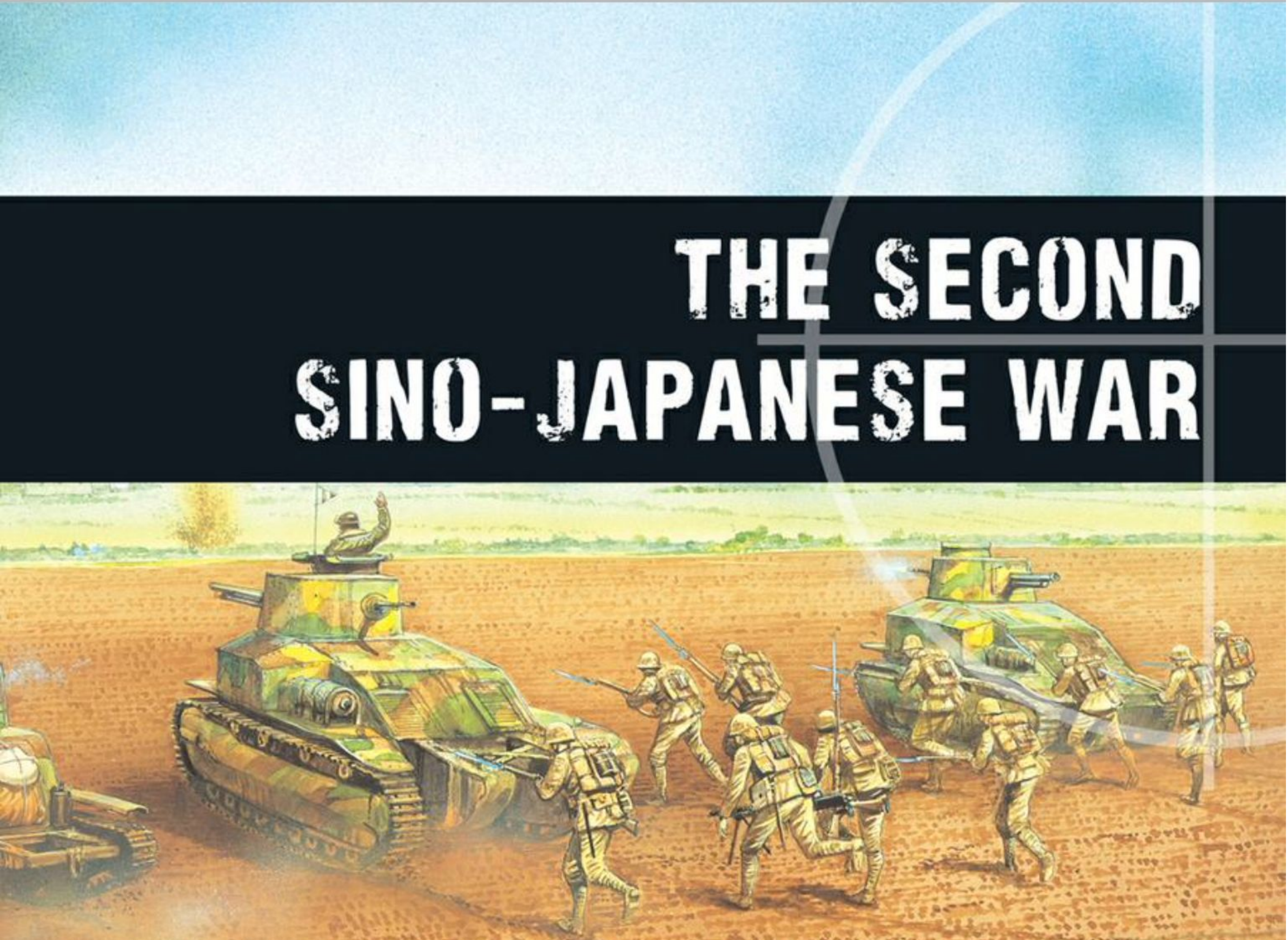
One of the main ways this book aims to bring the history directly into games is through scenarios designed to reflect real-life incidents or recurrent themes of particular campaigns. There are additional scenario rules in this book appropriate to the special conditions under which battles were fought, whether amphibious landings on occupied islands or chaotic night fights in the midst of dense jungles.

For those of a historical persuasion when it comes to fielding their armies, we've added various extra units from specific time periods and areas of the conflict. On the other hand this book also speculates on the "what if" battles that can be fought using adversaries or equipment that did not see battle during the real war.

The scenarios in this book are written with the assumption you will use reinforced platoons from either the *Bolt Action* rulebook, the relevant historical Theatre Selector from an appropriate army book or one of the Theatre Selectors presented here. However you should feel free to use armoured platoons from the *Tank War* supplement where you feel it appropriate – this will allow you to play the same scenario using either reinforced or armoured platoons (or a mix of both!), with a resulting great variety of feel and balance to the scenarios played.

*US Marines burst from the jungle, supported by an M3 Lee*

# THE SECOND SINO-JAPANESE WAR



Two type 89B Yi-Go medium tanks and a Type 94 tankette advance towards the Chinese lines, by Peter Dennis © Osprey Publishing. Taken from Elite 169: World War II Japanese Tank Tactics.

## PRELUDE

The First Sino-Japanese War was fought between 1894 and 1895 over the control of Korea. Japanese naval and land forces fought a series of successful battles against the Qing Dynasty forcing the Chinese to sue for peace and cede Korea to the Empire of Japan. The First Sino-Japanese war signalled a shift in regional power from China to Japan. Chinese humiliation was the catalyst of the Chinese Xinhai Revolution of 1911–12, culminating in the forced the abdication of the last emperor of China in 1912. China became a republic of provinces ruled by powerful warlords who led the nation into a period of chaos and uncertainty known as the Warlord era. The unity of the new republic proved short lived, however, and in the following decades rival warlords battled each other with the aim of becoming the supreme leader of China, some enlisting the aid of foreign powers to bolster their claim.

In contrast to China, Japan had modernised swiftly at the end of the nineteenth century and entered the twentieth century as an emerging power in the Far East. Japan aligned itself with the Allies during World War I and was rewarded with several German colonial possessions, including leases in the Chinese coastal province of Shandong. This was highly unpopular in China. A settlement negotiated by the United States eventually returned the province to nominal Chinese control in 1922. Despite this, Japan retained effective economic control of the region. The Japanese increasingly pursued an imperialist policy in China with an eye toward gaining control of the vast raw resources and commercial opportunities there.

In the 1920s there was growing international interest in Chinese resources by the British, Americans and Japanese. The Chinese resented this intrusion into their affairs by rapacious imperialist powers. The Kuomintang (KMT) rose to prominence on a tide of anti-foreign feeling in the form of the Chinese Nationalists led by the military leader and statesman Chiang Kai-shek. Communism flourished in academic institutions of the day, growing into a political force to rival nationalism. In 1921, Mao Zedong, a university library teacher and former soldier of the Xinhai Revolution, founded the Chinese Communist Party (CPP).

In 1926 the Kuomintang government based in Nanking launched the Northern Expedition, an effort to unify China. The KMT's National Revolutionary Army was initially successful in bringing some of the regional warlords to heel. The Communists complicated matters when the Nationalist 24th Infantry Division mutinied in 1927 and joined Mao's ranks. Shocked by the betrayal of their troops, the KMT became sworn enemies of communism and set themselves the task of purging the communists from China.

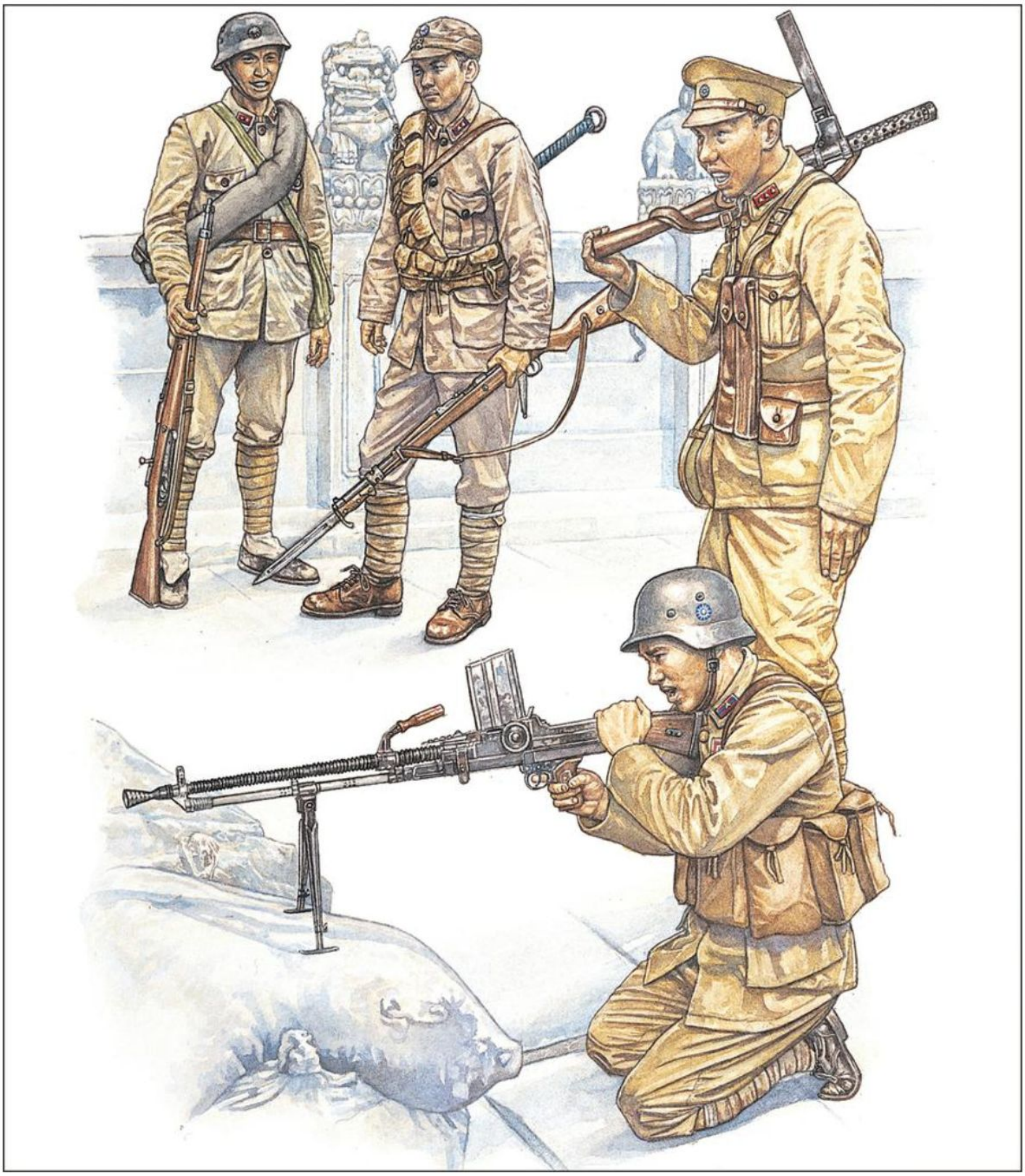
The Northern Expedition was eventually stopped in Shandong province in 1928 by the Japanese-backed Manchurian warlord Zhang Zoulin. The battles culminated in the Jinan Incident, where Imperial Japanese Army forces clashed directly with the Nationalists. The Nationalists retreated and the KMT government was forced to pursue more diplomatic ways of unifying the country.

The Japanese Kwangtung Army assassinated Zhang Zoulin when he showed signs of moving towards the Nationalist camp. Zhang's son took over and declared allegiance to Chiang Kai-shek and the Nationalists. Although this meant China was nominally re-unified, the respite was brief as a new civil war broke out in 1930 between the Kuomintang, the remnants of the regional warlords and the Chinese Communist Party. One consequence of this was that Chiang Kai-shek moved away from the Soviet Union and instead turned to Germany for assistance with weapons and training for the National Revolutionary Army.

In 1931 the Japanese Kwangtung Army, acting without orders from Tokyo, staged the so-called Mukden Incident when a Japanese-owned railway line was attacked and partially demolished. The Japanese blamed the incident on the Chinese, but in fact the Kwangtung carried out the explosions themselves and very little damage was caused. However, this gave the Japanese a pretext for occupying Manchuria and turning it into a puppet state renamed Manchukuo. China was militarily too weak and wracked by internal conflicts to respond, so it appealed to the League of Nations for help. The League mildly censured Japan for its actions in Manchuria. Japan responded by promptly leaving the League. A month-long battle at the mouth of Yangtze River in the city of Shanghai further underlined Japanese military superiority when the Chinese were forced to agree to withdraw their troops from the city in order to gain a ceasefire.

The chaotic state of mainland China offered the Japanese further opportunity to extend their power, and extend it they did by seeking out collaborative warlords mainly in the northern provinces. Over the next few years several agreements were reached which effectively forced the Kuomintang out of the north and limited the Nationalist’s powerbase to the areas around their capital at Nanking and the Yangtze River delta.

However, popular uprisings and revolts flared constantly in the Japanese-influenced regions despite ever-larger commitments of Japanese troops. In all parts of China, public anger towards Japan led to boycotts of Japanese goods, demonstrations and attacks on Japanese-owned commercial interests. More Incidents occurred with increasing regularity as Chinese forces skirmished with the Japanese Army. Matters finally came to a head in Beijing in July 1937 when Chinese and Japanese troops clashed again at the Lugou (Marco Polo) Bridge.



*Chinese troops, 1937: (Standing, L–R) Private, 56th Div; Sergeant, 37th Div, 29th Army; Private, 72nd Div, 7th Army Group (Kneeling) Corporal, 88th Div; by Stephen Walsh © Osprey Publishing. Taken from Men-at-Arms 424: The Chinese Army 1937–49.*

# 1937

## MARCO POLO BRIDGE

In 1937 the Japanese were firmly established in Manchuria and Korea and ultimately had designs on the vast natural and manpower resources within China. The Japanese Kwantung Army began to mass in the region. The Japanese began provoking the KMT by making alliances with fringe warlords in the northern Chinese provinces where the nationalist had little control. The Japanese established the puppet kingdom of Manchukuo in Manchuria and as an added insult the deposed last Chinese Emperor Puyi was declared Manchukuo's head of state. In 1932 the Japanese annexed the neighbouring Rehe Province into Manchukuo. Japanese military incursions across the border were common in the hope the KMT would be provoked into war.

The Marco Polo Bridge is located to the southwest of Beijing and was the only passage connecting the city to the KMT-held south. The Japanese controlled all areas north, west and east of the bridge and the Chinese controlled the bridge access and all areas south; Beijing would be isolated from Chinese control if the bridge was taken by the Japanese.

In June 1937 the Japanese military began manoeuvres on the western side of the Marco Polo Bridge. The Chinese agreed to allow the manoeuvres on the condition the Japanese gave notification of night exercises to minimise the disturbance to locals. On the night of 7 July 1937 the Japanese commenced manoeuvres without notifying the Chinese bridge garrison. Believing they were under attack the Chinese opened fire on the Japanese. A Japanese soldier, Private Shimura Kikujiro, was reported missing and it was believed that the Chinese had captured him; the Japanese demanded entry to the Chinese garrison to search for the soldier but the request was refused. At 0500hrs on 8 July 1937, despite the erstwhile private having returned, the Japanese launched an attack on the bridge supported by light artillery and armoured cars. The Japanese initially took the bridge inflicting heavy casualties on the defenders. At 0600hrs the Chinese counterattacked and the bridge was recaptured.

A truce was declared with both armies returning to their starting positions. The Marco Polo Bridge Incident led to both sides mobilising their armies and massing on the border. A powder keg was waiting to explode.

Imperial General Headquarters in Tokyo was hesitant to trigger a full-scale war. However after years of provocation the Kuomintang desired a showdown and local commanders of the Japanese Kwantung Army were keen to expand Japan's territory. Even as diplomats tried to negotiate a settlement, the Kwangtung Army launched an invasion of northern China. This time the fighting escalated into a major battle in which the Japanese would take control of Beijing and its adjacent port of Tainjin. A de facto state of war existed between Japan and China.

*Japanese Type 94 Tankette*

## THE BATTLE OF SHANGHAI

The Marco Polo Bridge Incident was a turning point in Sino-Japanese relations. The Japanese military deployed a further three infantry divisions to Manchukuo and used their ground forces to surround Beijing. The KMT responded by moving four divisions into the city and surrounding areas. The loss of Beijing would mean the complete loss of any foothold in northern China for the Nationalists. Both sides violated the Marco Polo Bridge peace accord in small skirmishes and artillery shelling. On 9 August 1937, Japanese Special Naval Landing Force (SNLF) Lieutenant Oyama attempted to force entry to the Shanghai International Airport and was shot dead by Chinese police, sparking the first hostilities of the Second Sino-Japanese War. Beijing quickly fell to the Japanese and on 13 August 1937 the battle of Shanghai began.

Chiang Kai-shek had gathered the best of his German-trained divisions to strike at the comparatively weak Imperial Japanese Navy forces garrisoning the city of Shanghai. Shanghai was a well-developed and prosperous city with extensive international ties including a number of Japanese factories and commercial enterprises. Chiang's strategy was twofold: first, he hoped to draw the Imperial Japanese Army away from northern China and into the central and eastern areas where the large but cumbersome National Revolutionary Army could engage on more favourable terms; second, he hoped that a demonstration of Chinese willingness and ability to fight in Shanghai would gain him support from the foreign powers who at that time were focussed almost exclusively on the Spanish Civil War and other events in Europe.

In the opening phases of the battle, numerically superior but poorly equipped Chinese troops attacked Japanese strongholds in Shanghai in an effort to push them out of the city entirely. In response the Japanese called for reinforcements and subjected Shanghai to mass aerial bombing which reduced some districts to smouldering moonscapes reminiscent of the Western Front during World War I.

The Japanese defenders had emplaced reinforced concrete bunkers in their commercial interests and around their headquarters. These proved capable of resisting the fire of 150mm howitzers, the heaviest weapons in the Chinese arsenal. Each bunker had to be taken by close assault with grenades and caused heavy casualties on the Chinese forces. Meanwhile Imperial Japanese Navy ships stationed on the nearby river provided pinpoint gunfire support.

The Chinese shifted tactics and began to encircle the bunkers instead, moving swiftly to barricade surrounding streets and then infiltrating close enough to attack with grenades or set fortified buildings on fire. Fleeing defenders were then cut down by carefully positioned machine guns. The Japanese countered this approach by stationing their tanks on broader streets to prevent the Chinese flanking moves encircling their strongpoints. The Chinese were critically short of anti-tank weaponry so had no real answer to the Japanese tactics and further attacks were called off.

On 15 August the Chinese launched a massive tank and infantry attack aimed at pushing the Japanese into the river and securing the docks to prevent Japanese reinforcements arriving by sea. The Japanese fortifications defended by antitank guns, machine guns and flamethrowers once again proved too strong for the attackers. Japanese tanks joined the battle causing massive casualties among the lightly equipped Chinese troops. Despite all this, the Chinese attack on the wharfs almost succeeded, but poor coordination between their tanks and infantry allowed Japanese Special Naval Landing Force (SNLF) to gain an upper hand and hold the line. The attack was called off with both sides suffering from appalling causalities.

On 22 August the Japanese committed a further 100,000 troops to the battle, landing three divisions in an amphibious assault on the northern suburbs of Shanghai. The Chinese were forced to withdraw to new defensive positions. The battle settled down to trench warfare and stalemate, with neither side able to gain an upper hand. The Chinese held on in Shanghai for three months, only beginning their retreat to the capital of Nanking on 26 November. The Japanese had succeeded in encircling Shanghai with another naval landing in early November so the Chinese positions had become untenable.

*Japanese Special Naval Landing Force troops*

The battle of Shanghai cost the Chinese over 250,000 casualties. Their German-trained divisions were virtually wiped out in the fighting, and the army lost most of its tanks and heavy weapons during the battle and subsequent retreat. It was a blow from which the Nationalist Army would take years to recover. However, the KMT had successfully demonstrated its fighting quality to the international community, and most importantly to the Americans. For their part the Japanese – indoctrinated to view the Chinese as their cultural and martial inferiors – were shocked by almost 100,000 casualties and the tenacity of the Chinese troops.

## THE RAPE OF NANKING

The capital of Nationalist China was situated at Nanking, a walled city dating back to the Ming Dynasty. The walls of Nanking formed a formidable obstacle for any attacking army. The Japanese marched hard on the heels of the Nationalist Army retreating from Shanghai towards the capital, breaking through a succession of defensive lines the Chinese had constructed in anticipation of their eventual retreat. The retreating Chinese flooded the plains and attempted rearguard blocking actions, but the troops were too disorganised after the fighting in Shanghai and were quickly overcome. On 1 December the Kuomintang government departed Nanking for the new capital of Chongqing, leaving behind 100,000 mostly inexperienced troops to defend the ancient city walls of the old capital.

The Japanese arrived at the city's outskirts on 2 December and set up camp. Many Chinese soldiers began deserting their posts, changing into civilian clothing. Panic began to spread as civilians attempted to flee the city only to be turned back by Chinese soldiers. The Nationalist commanders knew they had no hope of winning, but Chiang Kai-shek initially insisted they defend the city to the best of their ability and reject Japanese calls to surrender peacefully.

The Japanese 26th Regiment led the attack on 9 December, assaulting the heavily defended Guanghua Gate. The Japanese overcame pillboxes and tankettes, as mountain guns smashed down the gate. By nightfall Japanese troops had overwhelmed the Chinese defenders and began flooding into the city. There were scenes of complete chaos as Nationalist commanders, Chinese troops and civilians attempted to abandon the city with hundreds being trampled to death even while others stayed and fought the Japanese in desperate house-to-house actions.

On 11 December, Chiang relented and allowed the Nationalist commanders to withdraw from the city, but by then it was already too late for an orderly retreat. Utter confusion reigned with commanders fleeing without informing their subordinates, some units trying to breakout while others held their positions and resisted any attempts by Chinese soldiers and civilians to leave. To add to the confusion, Japanese aircraft attacked and sunk American gunboat USS *Panay*, which became the first US ship lost in the war. American fury was appeased when the Japanese government paid $2,000,000 for the ship in compensation. By 13 December approximately 50,000 Japanese troops had entered the city and organised resistance had ceased. Only a few small pockets of Chinese troops remained to be mopped up in the following days.

The Japanese were ecstatic. In contrast to the battle of Shanghai less than 2,000 Japanese soldiers had died capturing the Nationalist's capital. Mass celebrations were held in Japan in the firm belief that the loss of Nanking would force a Chinese capitulation, but the Chinese people continued to resist. Over the following six weeks the Imperial Japanese Army's mopping up operations in Nanking spiralled into one of the most brutal massacres in modern history. It is estimated that anywhere between 50,000 and 300,000 Chinese civilians were killed in the horrifying episode known as the Rape of Nanking. For weeks, arson, rape, looting and murder by Japanese troops went unpunished despite the dire warnings issued by Japanese commanders prior to the battle. Hundreds of Chinese were rounded up at a time, placed in ranks and machine gunned where they stood; others were used for bayonet practice, beheaded, crucified on telegraph poles or burned alive. Eyewitness accounts and even newsreel of the massacre soon leaked out and international opinion hardened immeasurably towards Japan.

# 1938

## BATTLE OF TAI'ERZHUANG

In January 1938, the Japanese Kwantung Army began pursuit of the Chinese Nationalist Army retreating from Nanking. Japanese generals planned to march two columns towards Xuzhou and use a pincer manoeuvre to attack the city. Once Xuzhou was taken, the columns would unite and march on Tai'erzhuang, and finally on the Nationalist stronghold at Wuhan. When Wuhan fell, the Chinese would have no option other than surrender.

However, the first Japanese column advancing along the Jinpu Railway was met by increasing Chinese resistance. The column was forced to retreat across the swollen Huai River where it was pinned down and unable to take part in the planned pincer attack on Xuzhou. The second column was halted at Linyi, where the Chinese inflicted heavy casualties on the Japanese causing them to retreat. The defeat of the two columns shocked Tokyo and the planned attack on the KMT stronghold at Wuhan was postponed.

On 14 March, the Japanese 10th Division entered the fray and began advancing directly toward the ancient walled city of Tai'erzhuang. Still smarting from their recent setbacks, the Japanese HQ heavily supported the advance of the 10th Division with tanks, artillery and aircraft. The commander of the Japanese 10th Division, General Rensuke Isogai, was feeling confident and ignored orders not to advance too far into Chinese territory. He planned to attack Tai'erzhuang quickly and wait in the city to be joined by additional divisions to commence the attack on Wuhan. Chinese resistance to the 10th Division's advance was initially weak, but a spirited defence of the walled town of Tengxian delayed the Japanese for several vital days before it could be captured at a cost of 2,000 killed – as many as had been lost in Nanking.

The 10th Division finally approached Tai'erzhuang from the north on 22 March with 40,000 infantry and 80 tanks. Japanese aircraft relentlessly bombed the city and heavy artillery pounded gaps in the city walls. The ground assault commenced on 27 March and quickly broke into small skirmishes and street fighting. After initially failing to obtain a major foothold in the city, the Japanese launched a frontal assault on the defenders supported by tanks and armoured cars. The Chinese countered with hundreds of suicide anti-tank teams and Big Sword troops attacking in waves to break up and defeat the Japanese attack. The struggle teetered precariously back and forth over the following days as both sides rushed reinforcements to the area and Chinese counterattacks harassed the Japanese rear. On 6 April, large numbers of Chinese reinforcements arrived and effectively encircled the 10th Division. Fighting continued for several days with a large number of Japanese breaking through the encirclement and retreating back towards Huai River.

*T-26B Model 1933*

With their soldiers exhausted from marching to reach the battle in time, the Chinese were unable to effectively pursue the fleeing Japanese. The Chinese took nearly 1,000 Japanese prisoners, and captured 31 artillery pieces, 11 armoured cars, eight tanks and 11,000 much-needed rifles and machine guns. The cost in casualties was high – over 100,000 in comparison to the 30,000 Japanese losses incurred, but Tai'erzhuang was the first major Chinese victory of the war, and the myth of Japanese invincibility was broken.

# 1939

## THE NOMONHAN INCIDENT 1939

The Second Sino-Japanese war rumbled on into 1939 with no end in sight. More battles were fought and the Japanese continued to push the Nationalists back, but they were unable to decisively break them. Meanwhile, the areas under Japanese control were beset by sabotage and guerrilla warfare, particularly wherever the CCP held sway. Japanese forces found themselves in a position where they dominated the towns and cities, but expeditions sent into the countryside needed to be alert and well armed. The Japanese Imperial Army remained confident, however, and were proud of their gains. The rich northern and coastal provinces of China were largely under their control, a huge boost for the economy of the home islands.

In the summer of 1939 trouble flared in the arid steppes along the border between Mongolia and Manchuko. According to the Japanese, the border itself lay along the bank of the Khalkyn river, while according to the Mongolians, and by extension their Soviet allies, it lay almost ten miles east of the river just to the east of a village called Nomonhan. To the Japanese the events that followed would become known as the Nomonhan Incident.

On 11 May 1939 a detachment of Mongol cavalry moved into the disputed zone east of the river. On this occasion a stronger force of Manchukuoan cavalry arrived and drove them back across the Khalykn River. On 13 May, the Mongolians returned in greater numbers and this time the Manchukuo forces in the area were unable to dislodge them. Both sides appealed for help from their allies bringing sizable Japanese and Soviet forces into the region including massed tanks, armoured cars, artillery and aircraft. The fighting began to escalate from skirmishing in June to full-scale battles through July and August.

The Japanese forces were aggressive, well-led veterans of the Chinese war and they initially did well against the inexperienced Red Army conscripts facing them. However the Japanese martial spirit was insufficient to overcome the Soviet's overwhelming material advantage. Two attempts to push the Soviet forces back over the river in July failed. In August a huge Red Army counterattack heavily supported by air strikes, artillery and 500 tanks encircled the Japanese forces and then destroyed them.

A ceasefire was signed between Moscow and Tokyo. Subsequently, this was solidified into a neutrality treaty that both sides would adhere to until 1945. Within the Imperial Japanese Army the Northern Strike faction who had been advocating further territorial expansion into the Soviet Union lost favour. The Southern Strike faction of Army and Navy officers who favoured expansion into the territories of the fast-weakening colonial powers gained ascendance.

## WORLD WAR II IN CHINA

After the bombing of Pearl Harbor on 7 December 1941, the fighting in China became part of World War II. The Chinese Nationalists joined the allies and immediately benefited from lend-lease arrangements, which the Nationalist declined to share with provincial Warlord armies and the Communists. Lend-lease equipment began to be shipped to China from India via the Burma Road. American General Joseph "Vinegar Joe" Stilwell was appointed as the US Commander in China and Burma.

The Japanese began their attack on Burma in January 1942 and cut the Burma Road, blocking the supply route from India. The Chinese Expeditionary Force (CEF) entered Burma and unsuccessfully attempted to re-open the Burma Road. The CEF linked up with British and Indian forces and joined the allied retreat from Burma into India. For the next three years until the opening of the Ledo road, most lend-lease supplies had to be flown in to China over the Himalayas along a dangerous route transport pilots knew as "the hump".

Having failed to win new territory in China, the Japanese Army settled down to occupation duties, building strongholds in their captured territories. Japanese soldiers periodically raided liberated areas in clean up operations, which involved burning down villages and killing their occupants. The most infamous operation occurred in Hebei, where more than 50,000 people were executed. The Communists fought back against the raids using guerrilla forces in lightning attacks known as Sparrow Tactics.

In 1942 food shortages led to 500,000 Nationalists troops defecting to the Japanese in exchange for food. The Japanese used these troops to fight the Communist guerrillas. Sensing a weakness, the Japanese launched a major offensive on the major rice-growing region of China at Hubei. On this occasion the Japanese were soundly defeated by the Nationalists and were forced to retreat. The victory once again proved costly for the Nationalists, losing approximately 70,000 men to the Japanese 4,000.

The CCP continued to wage a guerrilla war on the Japanese whilst infiltrating Nationalist territory to spread the word of Communism. Any pretence of cooperation between the Nationalists and the Communists had ended in the New Fourth Army Incident in January 1941 and open clashes between their forces were now common. Many local rural governments were becoming tired of the cronyism and corruption exhibited by the Kuomintang government. Increasing numbers of them pledged their support to Mao and agreed to support the CCP in any future wars with the Nationalists.

In April 1944 the Japanese launch Operation *Ichi-Go*, a major attack in Henan. 50,000 Japanese troops defeated 400,000 Chinese Nationalists troops and moved south to capture American B-29 bomber airbases at Guizhou and Liuzhou. The Japanese troops pillaged villages and killed thousands of Chinese civilians as they advanced. The Japanese offensive was a major victory, seizing one quarter of the nation's factories, capturing two major airbases, and accounting for half a million Nationalist army casualties.

In October 1944 the Americans requested that General Stillwell be placed in command of all Chinese Armies in China. By this time vast resources had been poured into equipping and training the Nationalist Army, but their performance during the Japanese offensive had been consistently poor mainly due to bad leadership. Chiang Kai-shek was mortally insulted at the implication and refused, insisting on Stillwell's immediate removal. Stillwell was recalled to the United States and was replaced by General Albert Wedermeyer.

In January 1945 the CCP 8th Route Army launched their first major offensive of the war using their regular forces. Approximately 30,000 Chinese collaborationist soldiers defected from the Japanese and joined the CCP whilst the offensive gathered an increasing number of recruits from captured territory. By the war's end the CCP had grown to 900,000 regular soldiers and 2.3 million militia troops and had liberated one million square kilometres of land.

At the Yalta conference in February 1945 the Soviet Union agreed to join the war against Japan three months after the defeat of Germany. The Soviets would assist in the liberation of Manchuria, recognising Chinese sovereignty and the Nationalists as the legitimate government. The Soviets also agreed not to assist the CCP fighting the Nationals in exchange for the Manchurian Railways returning to Russian ownership, the granting of Mongolia's independence, and the right to station Soviet military forces in Port Arthur and Dairen.

## OPERATION AUGUST STORM: THE SOVIET INVASION OF MANCHURIA

On 8 August 1945 the Soviet Union declared war on Japan. At 12.01am on 9 August 1945 approximately 1.5 million Soviet infantry, 16,000 Mongolian cavalry and 5,500 tanks formed two pincers and crossed the border of western Manchuria. The Soviets were opposed by the Kwantung Army with 1.2 million Japanese Infantry, 200,000 Chinese collaborationist infantry, and 1,155 tanks.

The Soviets bypassed fortified border regions and rapidly advanced through the Mongolian desert and Grand Khingan mountains. The Soviet Air Force quickly gained air superiority and Soviet paratroopers captured airfields, bridges and city centres in advance of the ground forces. The captured airfields were essential as they were used to airlift in fuel and supplies by lend-lease DC-3 aircraft. Soviet ground attack aircraft flew from the captured airfields providing close air to ground support.

The Japanese attempted to resist the Soviet advance, but despite hard fighting the defenders were swept aside with ease, only managing to slow the Soviet advance at the town of Hailar. The town was fiercely contested with the Japanese fighting to the death. The Japanese sacrifice was a mere road-bump beneath the treads of the Soviet juggernaut.

*IJA Forward Observer team*

On 11 August, 100 Soviet T-34s carrying tank riders were attacked by nine Type 95 Light Tanks near Mudanjiang in what was to become the last tank versus tank engagement of the World War II. The Japanese tanks surprise attack swept past the T-34s causing chaos and confusion and inflicted large numbers of casualties on the tank riders. Three Type 95 tanks were destroyed in the attack and the Soviet tanks suffered no losses.

On 17 August the Emperor ordered the Kwantung Army to surrender, but many units continued to fight on as the Soviets pressed deeper into Manchuria. Mongolian cavalry captured Inner Mongolia where they located and captured Puyi, the former Emperor of China and puppet

Emperor of Manchukuo. The Kwantung Army officially surrendered on 20 August.

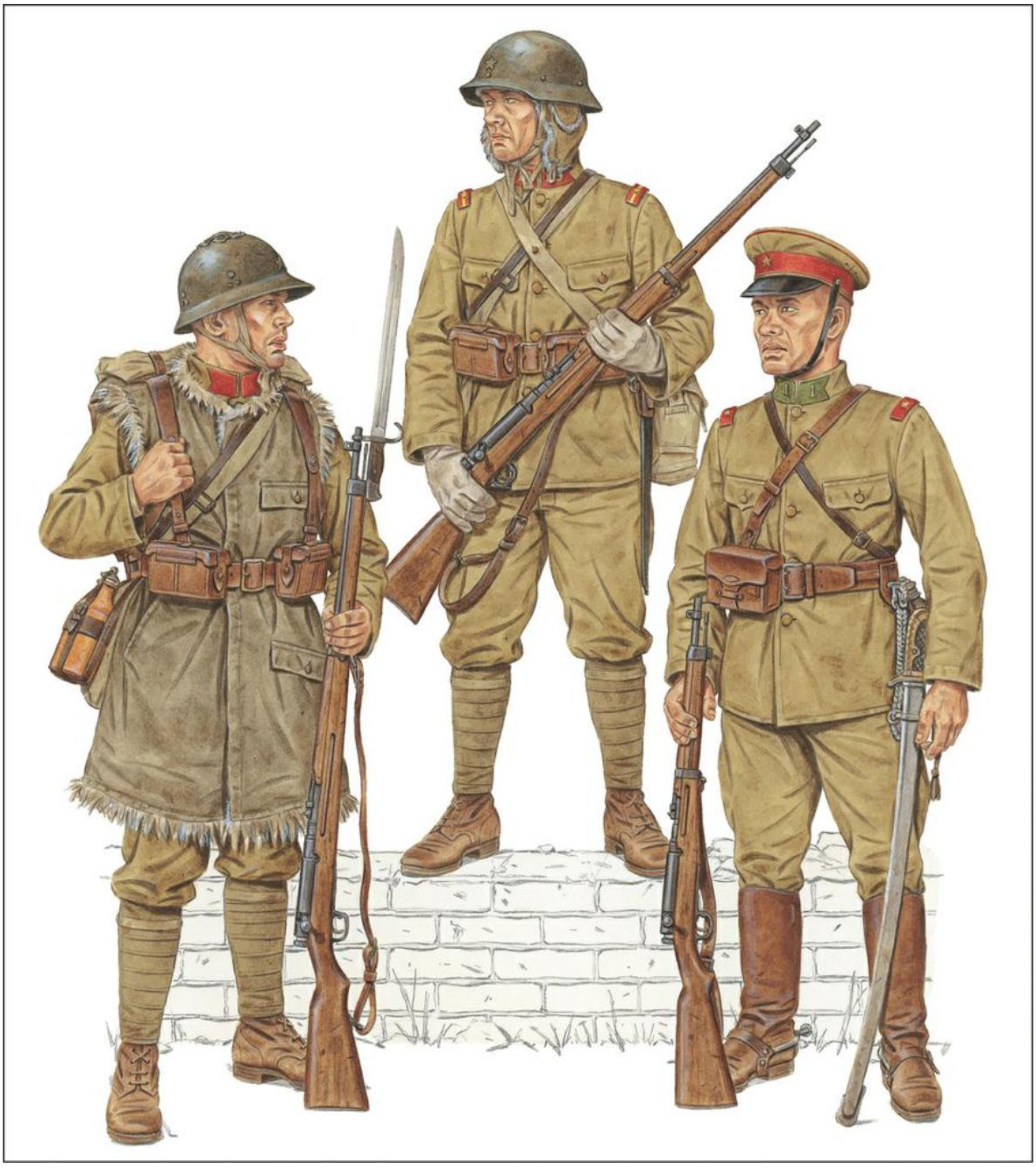
Soviet Naval Units commenced amphibious landings on Korea and the Kurile Islands. Once the Kurile Islands were secure, the Soviets intended an amphibious assault on the Japanese northern island of Hokkaido and occupying northern Japan. The Soviets in Korea advanced south to the 38th parallel where they halted in accordance with earlier agreements with the Americans.

On Shimushu Island the Soviet landing on 18 August met stiff resistance from the island's 8,000 strong garrison, including the 11th Tank Regiment consisting of 20 Type 97 Improved Medium Tanks, 19 Type 97 Medium Tanks and 25 Type 95 Light Tanks. The Soviet naval infantry were allowed to advance inland where they were attacked and overrun by infantry and tanks.

Pleased with the easy victory, the Japanese commander decided to launch a *banzai* attack on the landing beach to throw the invaders back into the sea. Soviet survivors made it back to the beach to warn of the impending attack and to report the presence of tanks on the island. Lacking armour of their own, the Soviets worked feverishly to unload anti-tank guns and defend the beach.

The Japanese attacked at nightfall. Two hours of desperate, close range fighting failed to dislodge the Soviet defenders and the Japanese withdrew. The attack resulted in heavy casualties to both sides. Fighting on Shimushu continued until 20 August when the Japanese agreed to abide by the Emperor's wishes and surrender. The fighting on Shimushu Island was the last battle of World War II.

The Kwantung Army officially surrendered to the Soviets on 20 August 1945 and all hostilities in China, the Far East and the Pacific ceased. World War II was over.



*Japanese forces, Manchuria: (L–R) Private 1st Class, 2nd Infantry Division; Corporal, 13th Infantry Regiment, 6th Infantry Division; Private 2nd Class, 1st Cavalry Regiment; by Stephen Andrew © Osprey Publishing. Taken from Men-at-Arms 362: The Japanese Army 1931–45 (1).*

## AFTERMATH

It's estimated that the China campaign between 1937 and 1945 cost the lives of 400,000 Japanese soldiers and 3.8 million Chinese soldiers. Around 19.6 million Chinese civilians also died, up to 200,000 believed killed in Japanese biological warfare experiments in Manchuria. Millions more had their homes destroyed and became refugees. The Soviets lost 9,726 killed in 11 days of fighting.

Widespread dissatisfaction with the corrupt Nationalist government and its conduct during the war meant the communists found plentiful new recruits in liberated regions. CCP membership in 1945 was up to 1.2 million from 100,000 in 1937. Ignoring the Yalta agreement, the Soviet Union allowed stockpiles of captured Japanese weaponry and equipment to fall into the Communist's hands in Manchuria. The scene was set for another Chinese civil war between the Nationalists and the CCP. Within four years the Nationalists were beaten and retreated to the island of Formosa (Taiwan). China was finally unified under the red banner of Communism.

# FIGHTING THE CAMPAIGN USING Bolt Action

## SCENARIOS

### *GENERAL SCENARIOS*

During the Second Sino-Japanese war and World War II in China, countless battles, large and small, were fought out with both sides taking the role of attackers or defenders at different times. As such, all of the standard scenarios from the *Bolt Action* rulebook are suitable for depicting the actions that took place:

- Scenario 1: Envelopment
- Scenario 2: Maximum Attrition
- Scenario 3: Point Defence
- Scenario 4: Hold Until Relieved
- Scenario 5: Top Secret
- Scenario 6: Demolition

### *TERRAIN*

In the early stages of the Second Sino-Japanese war, battles were often fought in urban settings, either in major cities like Shanghai and Nanking or outlying towns and villages. Chinese buildings of the period varied immensely. Modern structures of concrete, brick and steel were to be found in abundance in major cities, particularly in their docks and commercial districts. Older Chinese buildings were of brick or stone with wooden internal partitioning and rammed earth floors. As at Nanking, most older towns and cities featured a substantial wall built around them. Even individual buildings were commonly constructed so that they formed a central courtyard with a surrounding wall.

As the fighting moved into the countryside alongside the Yangtze and

Huai rivers, clashes occurred in agricultural regions criss-crossed by irrigation channels and canals that limited vehicles to moving along roads. Railways were particularly vital to both sides and capture of important junctions often formed an objective in its own right. The Chinese, particularly the Communists, used rugged hill and mountain areas to assist in their defence. A semi-tropical climate with frequent rainfall means that much of central and coastal China is very lush and green with forests of evergreen and deciduous trees, stands of bamboo and tall grass. This is less true in the colder and drier northern areas of Manchuria and the Mongolian border.

## SCENARIO 1: THE MARCO POLO BRIDGE

The first shots of the Second Sino-Japanese War were fired at Marco Polo Bridge in 1937. The bridge formed a vital link between the KMT Nationalists and northern China so the Japanese decision to undertake military exercises there was an obvious provocation. The Japanese launched a major attack on the Chinese garrison in the early hours of 8 July with support from armoured cars and artillery. The Chinese suffered heavy casualties but succeeded in re-taking the bridge by the end of the day.

### FORCES

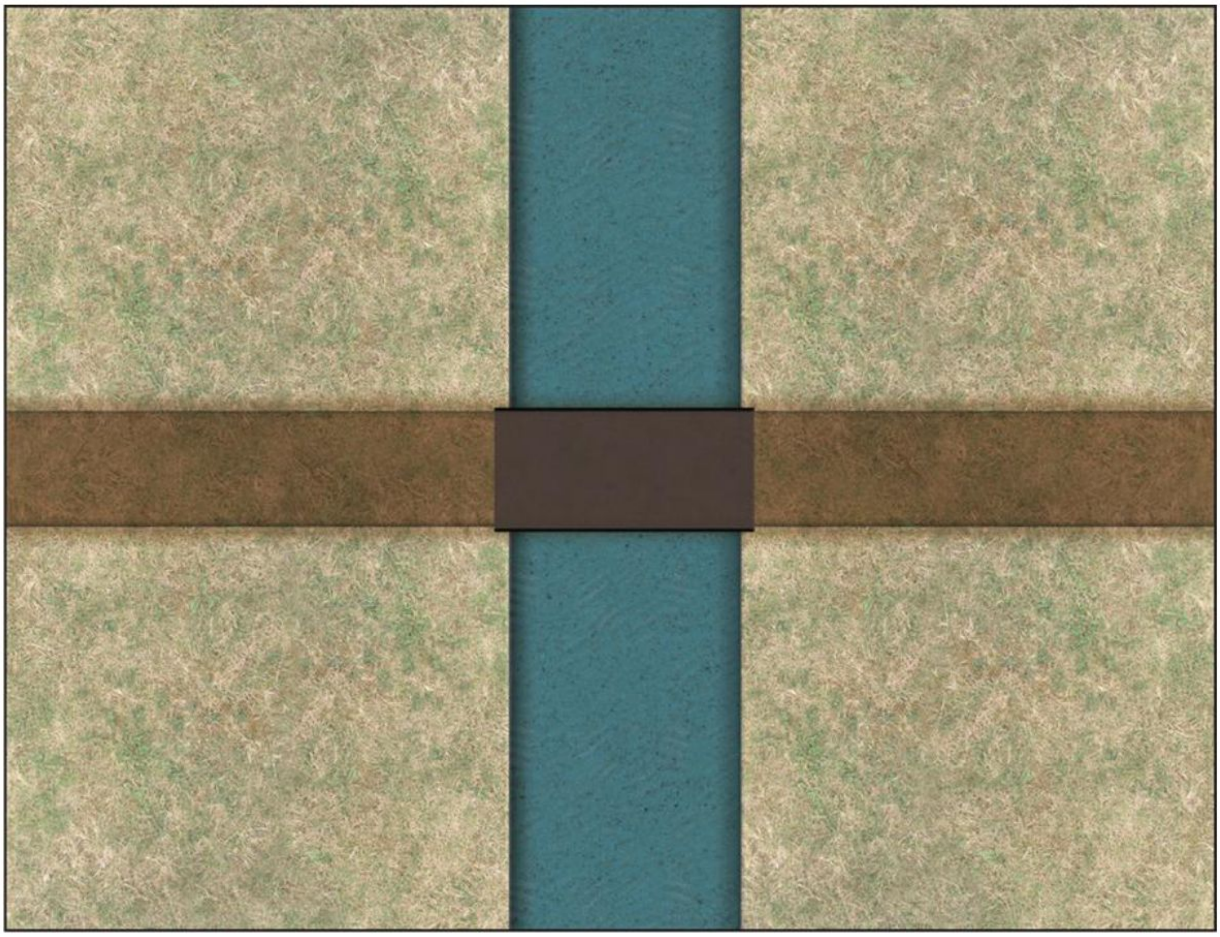
This scenario is played between an attacking Japanese force and a defending Chinese force.

Japanese platoons should be taken from the IJA Kwantung Army 1937 Theatre Selector (here), but may not include vehicles with a Damage value of 8+ or higher.

Chinese platoons should also be taken from the Battle of Shanghai 1937 Theatre Selector (here), but may not include any armoured vehicles.

### SET-UP

This scenario is designed to be played on a standard six by four foot wargames table, with players fighting down the length of it. The Marco Polo Bridge is a significant bridge set up in the centre of the table over an impassable river.



The real Marco Polo Bridge is impressively long and crosses an island mid-stream. A number of buildings were at both ends of the bridge and on the island in the middle, including the seventeenth century Wanping fortress at the eastern end. These, along with walled gardens and orchards, provided plentiful cover. The bridge itself, however, was totally open and something of a death trap.

### *DEPLOYMENT*

The Chinese player nominates 50% of his forces, rounding down, and sets them up on the eastern side of the table. The remaining forces are placed in Reserve (see Reserves, here of the *Bolt Action* rulebook). No units are allowed to outflank. The Chinese player may set up his on-table forces anywhere on the bridge or on the Chinese half of the table. These units can use hidden set-up (see Hidden Set-Up, here of the *Bolt Action* rulebook).

The Japanese player plays from the west table edge and all his units are in the first wave. No units may be held in reserve or outflank. Snipers, scouts and forward observers may forward deploy, but may not be placed within 12” of the bridge.

## SPECIAL RULES

### *FIRST TURN*

The battle begins. During Turn 1 the Japanese player must bring all his units onto the table in his first wave. These units can enter the battlefield from any point along the Japanese player’s table edge. Note that no order test is required to move units onto the battlefield as part of the first wave.

### *NIGHT FIGHTING*

This scenario uses the Night Fighting rules, which may be found here of this book. The scenario counts as a Dawn Assault, so normal visibility will be almost certainly restored in the last turns.

### *RESERVES*

Chinese reserves can enter the battle along the Chinese player’s table edge. They may not outflank in this scenario.

### *PREPARATORY BOMBARDMENT*

The Japanese player rolls a D6. On a 2+ a preparatory bombardment strikes the Chinese positions. See Preparatory Bombardment, here of the *Bolt Action* rulebook.

## OBJECTIVE

The goal for both armies is to control the Marco Polo Bridge at the end of the game. To claim control, a side must have a model from any infantry or artillery unit on the bridge, while the opposing side does not.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 8, roll a D6. On a result of 1, 2 or 3, the game ends, on a roll of 4, 5 or 6 play one further turn.

## VICTORY!

If one player has a model from any infantry or artillery unit on the Marco Polo Bridge at the end of the game, he is declared the winner. If no-one has control of the bridge, or both players have models on the bridge, the game is declared a draw.

*Imperial Japanese Type 30 bayonet*

## SCENARIO 2: TRENCH WARFARE IN SHANGHAI

On 15 August 1937 the Nationalist Chinese launch a major attack on Japanese held positions in Shanghai. The Chinese general gambled on a quick victory by attempting to overrun the enemy with a surprise attack. The Chinese troops proved to be too lightly equipped to overcome the formidable Japanese defences. Instead of a quick victory, the battle of Shanghai turned into a gruelling, three month-long struggle where both sides would suffer horrific losses in bitter street fighting.

### FORCES

This scenario is played between an attacking Chinese force and a defending Japanese force.

Japanese platoons should be chosen from the IJA Kwantung Army 1937 Theatre Selector (Here). The Japanese player may purchase of up to six 6” long barbed wire sections at 10pts per section.

Chinese platoons should be taken from the Battle of Shanghai 1937 Theatre Selector (Here).

### SET-UP

This scenario is designed to be played on a standard six by four foot wargames table, with players fighting across the width of it. Much of the table needs to be covered by a high density of buildings, craters, ruins and rubble. You should leave some roads and connecting side streets clear to ease manoeuvring during the game.

The Japanese player chooses one half of the table to defend and places a concrete bunker in the centre of the table – with the firing slit on the middle line of the table and the entrance in the Japanese half of the table. The Japanese player may place any barbed wire sections he has purchased anywhere on his half of the table.

### ***DEPLOYMENT***

The Japanese player nominates 50% of his forces, rounding down, to be deployed on the table. One infantry or artillery unit must be placed inside the bunker and other units starting on the table may be deployed anywhere in the Japanese half of the table. Japanese units may be Dug In at the option of the Japanese player (See New Scenario Rules Here) and may use Hidden Set-Up (see Hidden Set-Up, here of the *Bolt Action* rulebook). The remaining forces are placed in Reserve (see Reserves, here of the *Bolt Action* rulebook). No units may outflank.

All of the Chinese player's units are in the first wave. No units may be held in reserve. No units may outflank. Snipers, scouts and forward observers may forward deploy.

## SPECIAL RULES

### ***PREPARATORY BOMBARDMENT***

The Chinese player rolls a D6. On a 2+ a preparatory bombardment strikes the Japanese positions. See Preparatory Bombardment, here of the *Bolt Action* rulebook. Due to the heavy construction of the bunker, the unit within is immune to the effects of the preparatory bombardment.

### ***FIRST TURN***

The battle begins. During Turn 1 the Chinese player must bring all his units onto the table in his first wave. These units can enter the battlefield from any point along the Chinese player's table edge. Note that no order test is required to move units onto the battlefield as part of the first wave.

### ***CITY FIGHTING***

The Battle of Shanghai scenario uses the City Fighting rules, which may be found here.

## OBJECTIVE

The goal of the game is for the Chinese player to destroy the Japanese bunker. The bunker is destroyed if any Chinese infantry unit comes into base contact with any firing slit and is then ordered to Fire in their next turn. This simulates satchel charges being thrown in through the bunker slits.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 8, roll a D6. On a result of 1, 2 or 3, the game ends, on a roll of 4, 5 or 6 play one further turn.

## VICTORY!

The game immediately ends if the bunker is destroyed and the Chinese player is declared the winner. The Japanese player wins if the bunker remains intact at the end of the game.

## THEATRE SELECTORS

### BATTLE OF SHANGHAI 1937

The battle of Shanghai took place between August and November 1937. The Japanese invasion had united China in a common cause and the Nationalist government was determined to demonstrate to the world the fighting qualities of the Chinese soldier. The battle is often described by historians as “Stalingrad on the Yangtze”. Shanghai was subjected to mass aerial bombing which reduced much of the city to ruins where bitter street fighting caused heavy casualties on both sides.

For four months, 50,000 Chinese Infantry and the 200th Chinese Mechanised Division stood firm against 300,000 Japanese Infantry and Marines supported by armour, aircraft and naval gunfire support. Street fighting, trench warfare and wave attacks created a maelstrom of destruction reminiscent of World War I. The Japanese eventually wore down the Chinese defenders and succeeded in surrounding Shanghai, which forced a retreat from the city. Although the Chinese soldiers had lost the battle, they had earned the respect of the Free World.

#### *BATTLE OF SHANGHAI 1937 REINFORCED PLATOON*

1 Nationalist Officer

2 Infantry Squads: German-Trained Infantry Squad, Conscript Squad, Infantry Squad

Plus

**Headquarters**

0–1 Nationalist Captain or Major

0–1 Medic Team

0–1 Forward Artillery Observer

**Infantry**

0–4 Infantry Squads: German-Trained Infantry Squad, Conscript Squad, Infantry Squad, Scouts.
0–1 Big Sword Squad
0–1 Machine Gun Team
0–1 MG34 Machine Gun Team
0–2 Light or Medium Mortar Team
0–1 Heavy Mortar Team
0–1 Sniper Team
0–1 Flamethrower Team
0–1 Boys Anti-Tank Team
0–3 Suicide Anti-Tank Team

**Artillery**

0–2 From:
Anti-Tank Gun: 37mm Pak 36;
Anti-Aircraft Gun: 20mm Pak 38, Bofors 40mm L/60;
Field Artillery: 7.6cm IeFKI6, 15cm sFH18.

**Armoured Cars**

0–1 from: Sdkfz 221, Sdkfz 222, BA-10, BA-20M.

**Tanks**

0–1 from: FT-17/18, Carden-Loyd Mk VI, L3/33, Panzer I, T-26, Vickers 6 Ton.

**Transport and Tows**

0–1 Transport vehicle per unit from: Buessing-NAG Truck, Horse-Drawn Limber, Mule Team.

## BATTLE OF TAI'ERZHUANG 1938

Confident of quick victory, the Japanese committed three infantry divisions to a frontal assault on the walled city of Tai'erzhuang, but were surprised by the resolve of the Chinese defenders. The battle raged for 14 days until Chinese reinforcements arrived to encircle the Japanese and force their surrender. The Chinese won their first major victory over the Japanese, breaking the myth of Japanese invincibility, and capturing artillery, armour and more than 11,000 rifles and machine guns. Japan denied the battle took place.

### *BATTLE OF TAI'ERZHUANG 1938 REINFORCED PLATOON*

1 Nationalist Officer

2 Infantry Squads: German-Trained Infantry Squad, Conscript Squad, Infantry Squad.

Plus

**Headquarters**

0–1 Nationalist Captain or Major

0–1 Medic Team

0–1 Forward Artillery Observer

**Infantry**

0–3 Infantry Squads, Guerrilla Cell, German-Trained Infantry Squad, Conscript Squad, Infantry Squad, Scouts.

0–1 Big Sword Squad

0–1 Cavalry Troop

0–1 Machine Gun Team

0–1 Light or Medium Mortar Team

0–1 Heavy Mortar Team

0–1 Sniper Team
0–1 Flamethrower Team
0–1 Boys Anti-Tank Rifle Team
0–3 Suicide Anti-Tank Teams

**Artillery**
0–1 from:
Anti-Tank Gun: 37mm Pak 36;
Anti-Aircraft Gun: 20mm Pak 38, Bofors 40mm L/60;
Field Artillery: 7.6cm IeFKI6, 15cm sFH18.

**Armoured Cars**
0–1 from: BA-10, BA-20M.

**Tanks**
0–1 from: Carden-Loyd Mk VI, L3/33, M1931 Amphibious Tank, T-26, Vickers 6 Ton.

**Transport and Tows**
0–1 Transport vehicles per unit from: Buessing-NAG Truck, Horse-Drawn Limber, Mule Team.

## 8TH ROUTE ARMY 1937–45

Designated the 8th Route Army, the CCP was supplied by the Nationalists in exchange for a concentrated war against Japan. The CCP was lightly armed and preferred to strike hard and fast from the mountains in attacks known as Sparrow Tactics. By capturing weapons and vehicles, and conserving its resources, the CCP slowly grew into a formidable force that was renamed the People's Liberation Army, and resumed the war against the Nationalists after the defeat of Japan. The 8th Route Army has no access to Forward Artillery or Air Observers.

### *8TH ROUTE ARMY 1937–45 REINFORCED PLATOON*

1 Communist Officer
2 Infantry Squads, or 2 Guerrilla Cells, or 2 Cavalry Troops.
1 Political Officer

Plus

**Headquarters**
0–1 Communist Captain or Major
0–1 Medic Team

**Infantry**
0–7 Infantry Squad: Conscript Squad, Infantry Squad, Guerrilla Cell.
0–2 Scout Teams
0–1 Cavalry Troop
0–1 Machine Gun Team
0–1 Light or Medium Mortar Team
0–1 Heavy Mortar Team
0–2 Sniper Team
0–1 Flamethrower Team
0–1 Boys Anti-Tank Rifle Team
0–3 Suicide Anti-Tank Teams

**Artillery**
0–1 from:
Anti-Tank Gun: Zis 2 (available 1944 or later);
Field Artillery: Type 41 mountain gun.

### Armoured Cars

0–1 Captured Type 92 *Hokoku-Go*

### Tanks

0–1 from: Captured Type 95 *Ha-Go*, Captured Type 97 *Chi-Ha*.

### Transport and Tows

0–1 Transport vehicles per unit from: Buessing-NAG Truck, Horse-Drawn Limber, Mule Team.

## X AND Y FORCE, BURMA 1942–45

The remnants of the Chinese Expeditionary Force into Burma joined the British retreat into India. The Chinese were placed under the command of American General Joseph Stillwell and became X Force. X Force was equipped by the Americans at British expense and brought up to strength with reinforcements from China. A second Chinese force –Y Force – was also formed.

The Americans put the troops through intensive training, creating two well-equipped battle groups totalling 70,000 men. X Force was used to attack northern Burma and Y Force was used to create a second front at Yunnan effectively splitting Japanese defensive resources into two. They were the best-trained and best-equipped Chinese forces to see combat in the war and their contribution towards defeating Japan in the Far East is immeasurable.

### *X AND Y FORCE, BURMA 1942–45 REINFORCED PLATOON*

1 Nationalist Officer

2 Infantry Squads: X and Y Force Squad

Plus

**Headquarters**

0–1 Nationalist Captain or Major; May upgrade to Sun Li-Jen.

0–1 Medic Team

0–1 Forward Artillery Observer, or American Forward Air Observer (see here of *Armies of the United States*). If American FAO taken, it has the American special rule "Air Superiority" (see here of *Armies of the United States*).

**Infantry**

0–4 Infantry Squads: X and Y Force Squad, Scout Team, Merrill's Marauders (p.80), Native Irregulars (p.79)

0–1 Machine Gun Team

0–1 Light Mortar Team

0–1 Medium or Heavy Mortar Team

0–1 Sniper Team

0–1 Flamethrower Team

0–1 Boys Anti-Tank Rifle Team

**Artillery**

0–1 from:

Anti-Tank Gun: 37mm M3A1;

Anti-Aircraft: Bofors 40mm L/60;

Field Artillery: 75mm M1A1 Pack Howitzer, 105mm M2A1 Howitzer.

**Tanks**

0–1 from: M3A3 Stuart, M4 Sherman.

**Transport and Tows**

0–1 Transport vehicles per unit from: Morris 15cwt, Universal Carrier, Jeep, M2 Halftrack, White Scout Car, Mule Team.

*M4A3 Sherman (75)*

### TANK WAR: NATIONALIST CHINESE ARMOUR

A Chinese armoured company fighting in China and Burma. The most common Chinese tank was the T-26.

Nationalist Chinese Armoured Platoon
HQ: 2 x Command Tanks
4 x Platoons: 3 Tanks per Platoon

*Chinese T-26*

### IJA KWANTUNG ARMY, 1937

By 1937 the forces of the Imperial Japanese Army and Navy were experienced, well-trained and efficient. They were also firm believers in their own propaganda. The bloody battle of Shanghai came as a rude awakening for them, especially as it was not the decisive victory high command had predicted. As the Second Sino-Japanese War ground on, the

Kwantung army won many victories and inflicted huge casualties on the patchwork of Chinese forces they fought against, but it was never able to force the Chinese into submission.

### *IJA KWANTUNG ARMY 1937 REINFORCED PLATOON*

1 Officer
2 Infantry Squads: IJA Infantry Squad, IJA Veteran Infantry Squad, SNLF Squad.*

Plus

**Headquarters**
0–2 Captain or Major
0–2 Medic Team
0–1 Forward Artillery or Air Observer

**Infantry**
0–4 Infantry Squads: IJN Scouts, IJA Infantry Squad, IJA Veteran Infantry Squad, IJN Grenadier Squad, IJN Veteran Grenadier Squad, SNLF Squad,* SNLF Grenadier Squad.*
0–1 IJA Cavalry Troop
0–3 Machine Gun Teams
0–2 Light, Medium or Heavy Mortar Team
0–3 Sniper Team
0–1 Flamethrower Team
0–1 Anti-Tank Team
(*SNLF Squads at the battle of Shanghai only.)

**Artillery**
0–2 from:

Anti-Tank Gun: Type 94 37mm;
Anti-Aircraft Gun: Type 93 13.2mm;
Field Artillery: Type 88 75mm, Type 92 70mm, Type 38 75mm, Type 41 75mm, Type 91 105mm, Type 4 Heavy Howitzer.

**Armoured Cars**

0–2 from: Type 87, Type 92 *Hokoku-Go*.

**Tanks**

0–1 from: Type 94 Tankette, Type 89 Medium Tank, SS-KI.

**Transport and Tows**

1 Transport vehicle per unit from: Type 97 Isuzu Truck, Type 97 Nissan Truck, Horse-Drawn Limber, Mule Team.

## IJA KWANTUNG ARMY, 1945

By 1945 the Kwantung Army was still using much the same equipment as it had in 1937. Better tanks and communications, and a leaner organisational structure had kept it successful against the Chinese even as the war turned inexorably against Japan elsewhere. On 8 August 1945, the Soviet Union declared war against Japan and the Kwantung Army found itself fighting for its life against the Red Army's 1.5 million troops and 5,500 tanks.

### *IJA KWANTUNG ARMY, 1945 REINFORCED PLATOON*

1 Officer
2 Infantry Squads: IJA Infantry Squad, IJA Veteran Infantry Squad

Plus

### Headquarters

0–1 Captain or Major
0–1 Medic Team
0–1 Forward Artillery Observer

### Infantry

0–4 Infantry Squads: IJA Scouts, IJA Infantry Squad, IJA Veteran Infantry Squad, IJA Grenadier Squad, IJA Veteran Grenadier Squad, Maximum 1 Cavalry Troop.
0–1 Machine Gun Teams
0–1 Light, Medium or Heavy Mortar Team.
0–1 Sniper Team
0–1 Flamethrower Team
0–1 Anti-Tank Team

### Artillery

0–1 from:
Anti-Tank Gun: Type 94 37mm, Type 1 47mm;
Anti-Aircraft Gun: Type 93 13.2mm, Type 98/Type 2 20mm;
Field Artillery: Type 88 75mm, Type 92 70mm, Type 38 75mm, Type 41 75mm, Type 91 105mm, Type 4 Heavy Howitzer.

### Armoured Cars

0–1 from: Type 87, Type 92 *Hokoku-Go*.

### Tanks

0–1 from: Type 94 Tankette, Type 95 Light Tank, Type 89 Medium Tank, Type 89 Improved Medium Tank, Type 97 *Chi-Ha*, Type 1 Ho-Ni, SS-KI.

**Transport and Tows**

1 Transport vehicle per unit from: Type 95 Kurogane, Type 1 *Ho-Ha* Half-Track, Type 98 *So-Da* Carrier, Type 98 *Shi-Ke* Prime Mover, Type 98 *Ro-Ke* Prime Mover, Type 97 Isuzu Truck, Type 97 Nissan Truck, Horse-Drawn Limber, Mule Team.

## SOVIET ARMY, MANCHURIA 1945

The Soviet forces unleashed on Manchuria were veterans of the war against Nazi Germany and included regiments of the newest IS-3 heavy tanks. Individual units, however, still had a lot of ill-trained and inexperienced replacements so their effectiveness could vary immensely. It mattered little: Red Army commanders had long since learned how to use sheer mass to crush their opposition. The Kwantung Army fought back tenaciously, but the casualties they inflicted could make no impact on the Red steamroller.

### *SOVIET ARMY, MANCHURIA 1945 REINFORCED PLATOON*

1 Officer

2 Infantry Squads: LMG Squad, SMG Squad, Veteran Squad, Tank Rider Squad, Assault Engineer Squad, Naval Squad, Airborne Squad.

Plus

**Headquarters**

0–1 Captain or Major

0–1 Medic Team

0–1 Forward Artillery or Air Observer

**Infantry**

0–4 Infantry Squads: LMG Squad, SMG Squad, Veteran Squad, Tank

Rider Squad, Assault Engineer Squad, Naval Squad, Scout Squad, Airborne Squad.

0–1 Mongolian Cavalry Troop
0–1 Machine Gun Team
0–1 Heavy Machine Gun Team
0–1 Light, Medium or Heavy Mortar Team

*BA-64 armoured car*

0–1 Sniper Team
0–1 Flamethrower Team
0–1 Anti-Tank Team

### Artillery

0–1 from:

Anti-Tank Gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-2, ZiS-3, A-19 Field Gun, BS-3 anti-tank gun;

Anti-Aircraft Gun: 37mm 61-K;

Field Artillery: Light, Medium or Heavy Howitzer.

### Armoured Cars

0–1 from: BA-64, BA-64B, BA-64DShK.

### Tanks

0–1 from: T-60, T-70, T-34, IS-2, IS-3, SU-85, ISU-122, SU-76, SU-100, SU-152, Katyusha.

### Transport and Tows

1 Transport vehicle per unit from: Gaz jeep, Truck, half-track truck, Komsomolets, artillery tractor.

# ADDITIONAL UNITS

## GENERIC UNIT OPTIONS

### *HORSE-DRAWN LIMBER*

In the 1930s mechanisation had begun to take hold in Western armies with Great Britain at the forefront. However, for most of the world's armies, artillery was still moved by horse-drawn limbers largely unchanged since Napoleon's day. Horse-drawn limbers are available as Tow choices for any army using any Theatre Selector. They are treated as wheeled vehicles, except as noted below.

**Cost:** 8pts (Inexperienced), 10pts (Regular), 12pts (Veteran)
**Weapons:** None

**Damage Value:** 3+ (literally soft skinned)
**Tow:** Any gun or howitzer
**Special Rules:**
- Slow (only when towing)

### *MULE TEAM*

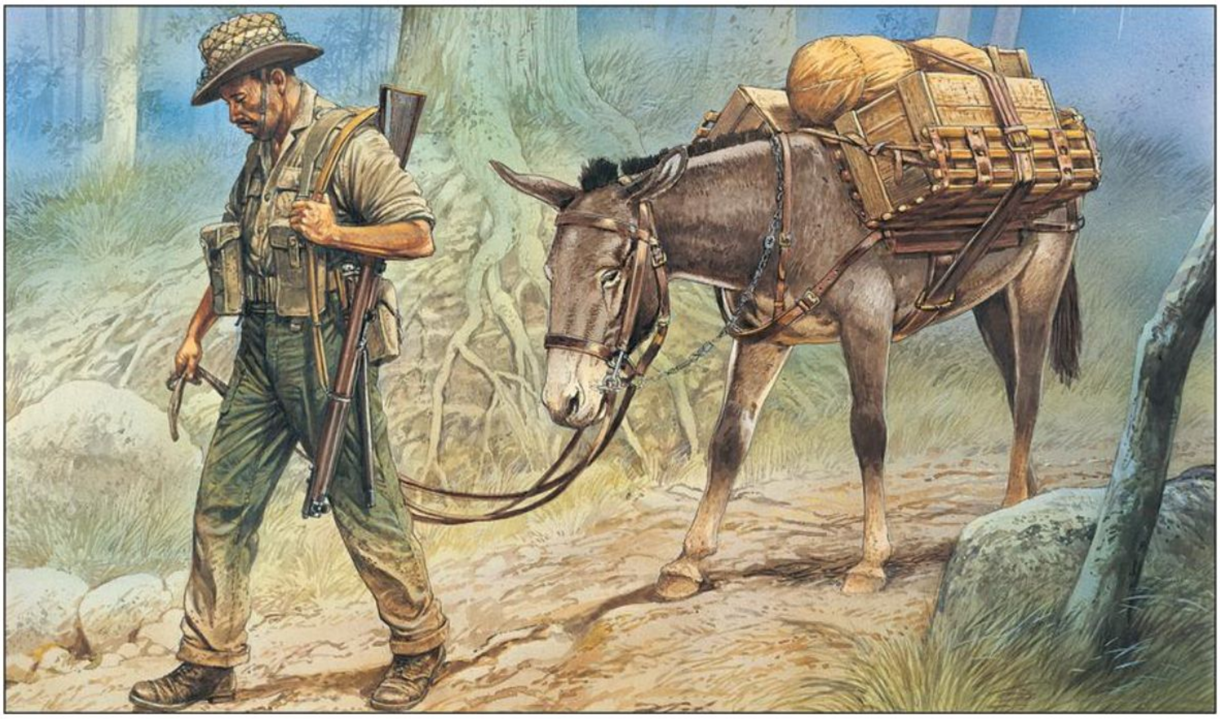
Mules have proven a reliable method of transport throughout the ages. In World War II mules continued to serve all armies in this role, assisting in moving equipment, munitions and wounded soldiers through mountain and jungle terrain. They are treated as a towing vehicle, except that they move as infantry.

**Cost:** 4pts (Inexperienced), 5pts (Regular), 6pts (Veteran)
**Weapons:** None
**Damage Value:** 3+ (literally soft skinned)

**Tow:** Any light gun or light howitzer

**Special Rules:**

- Stubborn: When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to Down and add 1 pin marker to the team. This rule does not apply if Fubar is rolled.
- Gun assembly. To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit suffers a pin. When the gun is limbered, the mule team (and consequently the transported artillery unit) suffers a pin.



*Chindit pack mule, by Peter Dennis © Osprey Publishing. Taken from Warrior 136: Chindit 1942–45.*

## IMPERIAL JAPANESE UNITS

### *IJA CAVALRY COMMAND*

Leadership of the Japanese cavalry in China was poor compared to the rest of the army and naval infantry units. Officers were usually wealthy and received placement through family connections rather than training and skill. In *Bolt Action* IJA cavalry officers are rated as regular.

**Cost:** 80pts First Lieutenant (Regular)
**Team:** 1 officer and up to 2 further men
**Weapons:** Pistol, sword and/or cavalry carbine as depicted on the models.
**Options:**

- The officer may be accompanied by up to 2 men at a cost of +12pts per man (Regular). One man can replace his weapons with a flag (see here) for +25pts.

**Special Rules:**

- Flag (If flag taken)
- Cavalry
- Cavalry carbine: count as pistols when fired from horseback, and as rifles when fired
- Tough Fighters

*Selectors*

IJA cavalry command count as an Officer choice for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as an officer for the following Theatre Selector in the *Armies of Imperial Japan*: The Invasion of Manchuria 1931–32.

## LEGENDS OF IMPERIAL JAPAN

### *COLONEL BARON TAKEICHI NISHI*

Baron Takeichi Nishi was a cavalry officer of the IJA who won an Olympic gold medal in equestrian show jumping at the 1932 Los Angeles Olympic Games. Nishi lived a celebrity lifestyle and was a national hero in eyes of the Japanese public. Nishi served with the Japanese cavalry in China as a supply officer, quickly rising through the ranks to colonel. In 1945 Nishi was transferred to the island garrison of Iwo Jima as a tank commander where he was killed in action on 22 March 1945 at the age of 42. In *Bolt Action,* Nishi can be fielded as an officer on horseback, or as a tank commander.

Nishi on Horseback

**Cost:** 175pts (Veteran)

**Team:** 1 officer (Colonel) on horseback

**Weapons:** Pistol and sword

**Special Rules:**

- Master Horseman: While mounted, Nishi has four attacks in assaults and moves 12” in an Advance and 24” at a Run. If dismounted, he has three attacks in assaults.

*Nishi as Tank Commander*

**Cost:** 55pts (Veteran)

**Team:** Nishi is not a team, but instead may be added to one of your Veteran armoured vehicles for the cost listed above.

**Weapons:** Nil

**Special Rules:**

- Tank Commander: Nishi confers the Command Vehicle rule to his vehicle, except that the Morale bonus conferred is +4 rather than +1.

### *JAPANESE/MANCHUKUOAN CAVALRY SQUAD*

The Japanese deployed large numbers of cavalry to Manchuria. The vast and rugged terrain of China suited manoeuvrable units on horseback. The cavalry was lightly armed and used as a tactical level force patrolling railways and as interdiction against Nationalists and Communist guerrilla cells. The Kwantung army included the IJA Cavalry Group, a formation comprising the 1st and the 3rd cavalry brigades. The Cavalry Group was expanded to include a third brigade (the 4th) in October 1937, but it had reduced down to two brigades again by 1939 when it was assigned as part of the Mongolia Garrison Army. At the end of 1942 the Cavalry Group was disbanded and converted into the 3rd Tank Division. The Manchukuoan army was also mainly comprised of cavalry divisions made up of Mongol irregulars trained and often commanded by Japanese officers.

**Cost:** Regular Infantry 50pts
**Composition:** 1 NCO and 4 men
**Weapons:** Cavalry carbines (see below)

**Options:**

- Add up to 5 additional men with carbines at +10pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader.
- The entire squad may be mounted upon horses for +2pts per man
- Cavalry squads can be Tough Fighters at +1pts per man

**Special Rules:**

- Cavalry squads can be *Tough Fighters* (see above).
- A Cavalry squad uses the *Cavalry* rules.
- Cavalry carbines: These short-barrelled rifles count as pistols when used from horseback, and rifles when used on foot.

*Selectors*

IJA cavalry counts as an infantry unit for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as an infantry unit for the following Theatre Selector in the *Armies of Imperial Japan*: The Invasion of Manchuria 1931–32.

### *IJN OR SNLF SCOUT TEAM*

The Imperial Japanese Navy had its own arm of amphibious soldiers much like the American and Commonwealth Marines – the Special Naval Landing Force, or SNLF. IJN and SNLF scout teams were used to probe hostile coastlines for potential landing sites and locate garrison forces. Once the opposing force was located, scouts would endeavour to identify the enemy and immediately report back to headquarters details of their numbers, weapons and vehicles. Due to their skill in concealment and hardiness, scouts are rated as Veteran.

**Cost:** 45pts (Veteran)

**Team:** 1 NCO and 2 men

**Weapon:** Rifles

**Options:**

•Any man may exchange rifle for SMG for +3pts

**Special Rules:**

•Scouts count as Observers/Snipers for Set-Up purposes (see here of the *Bolt Action* rulebook).

•Behind Enemy Lines: When making outflanking manoeuvres scouts ignore the –1 modifier to their order test to arrive.

*Selectors*

IJN and SNLF scout teams count as an infantry unit for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an infantry unit for all of the Theatre Selectors of the *Armies of Imperial Japan* book.

### *TYPE 93 13.2MM ANTI-AIRCRAFT MACHINE GUN TEAM*

The French arms manufacturer Hotchkiss created a variety of automatic anti-aircraft weapons in the 1920s based on the gas-operated action of the 8mm Mle 1914 machine gun. The 13.2mm heavy machine gun was the smallest of these and was adopted by the French and Japanese navies as a deck-mounted anti-aircraft weapon with twin and quad mountings. The Japanese made the Type 93 under license and used it extensively both on ships and on land throughout the war.

**Cost:** 52pts (Inexperienced), 75pts (Regular), 98pts (Veteran)
**Team:** 4 men
**Weapon:** 1 Heavy Machine Gun
**Options:**
- May be dual-mounted (two Heavy Machine Guns) +50pts

**Special Rules:**
- Team Weapon
- Fixed
- Flak

*Selectors*

The Type 93 counts as an HMG team for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as an HMG team for the following Theatre Selectors in the *Armies of Imperial Japan*: The Invasion of Manchuria 1931-32, The Fall of Singapore 1942, The Fall of Corregidor 1942, The Battle for Guadalcanal 1942, The Battle of Tarawa 1943, Burma 1944, Iwo Jima 1945, Battle for Okinawa 1945.

### *TYPE 88 75MM DUAL PURPOSE AA GUN*

The Japanese Type 88 was developed by the Army Technical Bureau after exhaustive studies of the best features of World War I guns, in particular the Vickers QF 3 Inch 20cwt AA gun. The resulting weapon was expensive to manufacture, but performed exceptionally well and was issued to nearly all medium AA batteries. In combat, the high velocity of the Type 88's round made it suitable as an anti-tank weapon, although not on a par with the dreaded German 88mm gun which Allied Intelligence initially mistook it for. Over 2,000 Type 88 guns were manufactured and they were valued highly enough that many were withdrawn for the defence of the home islands later in the war.

**Cost:** 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
**Team:** 4 men
**Weapon:** 1 heavy Anti-Tank gun
**Options:**
- May add a spotter for +10pts

**Special Rules:**
- Team Weapon
- Fixed
- Flak
- Versatile: May fire as a light howitzer

*Selectors*
The Type 88 counts as an anti-aircraft gun for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as an anti-aircraft gun for the following Theatre Selectors in the *Armies of Imperial Japan*: The Invasion of Manchuria 1931–32, The Fall of Singapore 1942, The Fall of Corregidor 1942, The Battle for Guadalcanal 1942, The Battle of Tarawa 1943, Burma 1944, Iwo Jima 1945, Battle for Okinawa 1945.

### *SOKO SAGYO SS-KI ARMOURED WORK VEHICLE*

By the 1930s the IJA had grasped the need for a dedicated engineering tank. They set about designing a vehicle which could destroy bunkers, clear minefields, dig trenches, remove barbed wire entanglements, deliver or decontaminate chemical weapons, lay smoke screens or act as a mobile crane. Bridging trenches and anti-tank ditches was also added to this lengthy list after the first prototype was built in 1931. The SS-KI was first used at Beijing in 1937 and throughout the war in several variants, with seven being captured by American forces in the Philippines in 1945. More than 100 SS-KI were built, with the majority being the later *Bo* type.

**Cost:** 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran).
**Weapons:** 1 mounted front-facing MMG, 1 small flamethrower firing to the front, left or right arcs.
**Damage Value:** 7+ (tankette)
**Options:**

- Upgrade to *Bo* type for +5pts. This allows the flamethrower to fire into the rear arc of the tank.

**Special Rules:**

- Multiple flamethrowers: The SS-KI actually had three flamethrowers (five on the *Bo*!) mounted on the hull, each pointing in a different direction. In an effort to limit the madness this would cause in *Bolt Action* if they could all fire at once, we assume that the SS-KI can only use one flamethrower per turn.
- Small vehicle flamethrower: The SS-KI's flamethrowers are somewhat less powerful than those mounted on larger vehicles, so the range of the weapon is limited to 12" and the number of shots is always reduced by one (2D6-1).
- Flammable: Flamethrowing vehicles are more likely to be destroyed by damage, as explained here of the *Bolt Action* rulebook.
- Mine rake: The SS-KI will clear minefields on a roll of 4 or more despite only having a damage value of 7+.
- Bridging: Whenever you give a Down order to this unit, you may mark it as having its ramps extended. While ramps are extended the vehicle cannot move, but other vehicles may drive over it and 3" in front and behind it, treating the area as open ground, though vehicles may not use run orders to cross. You must give the vehicle a further Down

order to fold the ramps back up before you can move the vehicle again.

#### *Selectors*

The SS-KI counts as a tank for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as a tank for the following Theatre Selectors in the *Armies of Imperial Japan*: The Invasion of Manchuria 1931–32, The Fall of Singapore 1942, The Fall of Corregidor 1942, The Battle for Guadalcanal 1942, The Battle of Tarawa 1943, Burma 1944, Iwo Jima 1945, Battle for Okinawa 1945.

### *IJN TYPE 92 HOKOKU-GO ARMOURED CAR*

The Imperial Japanese Navy maintained a number of obsolescent armoured cars to support its infantry. The Type 92 *Hokoku-Go* was one of the more relatively modern armoured cars to be used in China, primarily in Manchuria. It was produced from 1932 onwards as a six-wheeled type for the Navy, while the IJA had their own four-wheeled version.

**Cost:** 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
**Weapons:** 1 turret-mounted MMG and 1 hull-mounted LMG.
**Damage Value:** 7+ (armoured car)
**Special Rules:**

- Recce

#### *Selectors*

The Type 92 *Hokoku-Go* counts as an armoured car for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as an armoured car for the following Theatre Selector in the *Armies of Imperial Japan*: The Invasion of Manchuria 1931–32.

## SOVIET UNITS

### *MONGOLIAN CAVALRY TROOP*

Mongolian cavalry were lightly equipped with few modern weapons beyond the ubiquitous bolt-action rifle and sabre. However they were also extremely hardy and adept, born to a life in the saddle with a proud tradition as horsemen, so we rate their experience level as veteran.

**Cost:** 85pts (Veteran)
**Composition:** 1 NCO and 4 men, all mounted on horses.
**Weapons:** Rifles and swords
**Options:**
- Add up to 5 mounted men with rifles and swords for +17pts each
- The entire squad can be given anti-tank grenades for +2pts per man

**Special Rules:**
- Born in the saddle: They can fire their rifles from horseback as well as when on foot.
- Tough Fighters
- Tank Hunters (if anti-tank grenades option is taken)

*Selectors*

Mongolian cavalry counts as an infantry unit for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook.

## ARMIES OF CHINA

This list covers the armies of China from the beginning of the Second Sino-Japanese War in 1937 through to the end of World War II in 1945. This list allows *Bolt Action* players to choose between the Nationalist, Warlord and Communist forces in their struggle against Japan and each other. During the war, some 14 million Chinese actively served in the armed forces, suffering a staggering 1.4 million dead and 1.8 million wounded. It is estimated eight million Chinese civilians lost their lives.

It's an unhappy fact that little is taught in the West about the sacrifices made by China during World War II and virtually nothing is told about the Chinese contribution towards the defeat of Japan. The Chinese tied down 80% of Japan's military manpower in a brutal war of attrition where neither side could gain an upper hand. Like the Soviets fighting the Germans on the Eastern Front, the Chinese struggle allowed the armies and navies of the United States and the British Commonwealth to rebuild and recover from their crushing defeats of 1941 and 1942. Japanese military resources were diverted from the Pacific and Far East theatres creating a breathing space that enabled the allies to fight back and eventually defeat Japan.

China became a Republic after the demise of the last Chinese Emperor in 1911. Provincial leaders began to compete to become sole ruler, raising private armies to fight for power. This period of Chinese history is known as the Warlord era. The Kwangtung province rose to prominence giving birth to the Kuomintang (the Chinese Nationalist Party or KMT). The Nationalists grew in strength and popularity, pushing anti-Communism policies and an anti-foreigner agenda. The Nationalists took control of all provinces south of the Yangtze River and embarked on the Northern Expedition to bring northern warlords under the Nationalist banner. This was achieved with a mixture of war and negotiation.

Some warlords became client states and allies of the Nationalists, while others allied with the Japanese puppet state in Manchuria. In 1927 the KMT 24th Division mutinied and gave birth to the army of the Chinese Communist Party (CPP). The CPP was hunted down by the KMT and driven into the south eastern mountains from where they wage a guerrilla war against the Nationalists. The Second Sino-Japanese War led to a suspension of fighting between the KMT and CCP during an alliance known as the Second United Front. The CCP agreed to fight under Nationalist command in exchange for uniforms, weapons and supplies. The agreement was in name only. The CCP ignored orders from the KMT and refused to engage in conventional fighting with the Japanese, preferring to stick to guerrilla warfare. As a result the CCP were denied access to heavy weapons and vehicles.

In 1942 the Chinese Expeditionary Force was sent to Burma to assist British and Indian armies fighting the Japanese to keep the Burma Road open. The Burma Road was a critical supply route to China. The lightly armed Chinese Expeditionary Force proved to be fierce fighters at the Battle of Yenangyaung. Following the Japanese capture of Burma the Chinese joined the retreat to India. Subsequently, they were trained and equipped by the United States and British armies. The Chinese Expeditionary Force was renamed X and Y Force and came under the command of the American Lieutenant General Joseph “Vinegar Joe” Stillwell. The Chinese fought alongside the 14th Army and assisted in the liberation of Burma.

## *CHOOSING WHICH CHINESE ARMY TO PLAY*

The Nationalist Chinese are a conventional army, initially trained by the Germans and then by the Soviets. They have an interesting array of troop, vehicle and equipment choices. The Chinese in Burma add an additional option if you want to model an army sporting a hybrid mixture of Chinese, British and American uniforms and weapons. The Warlords are similar to the Nationalists, but their force is led by only one officer and they have fewer weapon choices. If you want to make a Chinese-Japanese allied army, select the Warlords Options. The Communists prefer hit and run tactics and are only equipped with light weapons; if you prefer to play a partisan style force, then this is the army for you.

All Chinese forces suffered from a lack of medium and heavy artillery. Whilst the Nationalists can muster these units, they were an exception rather than a rule on the battlefield. In *Bolt Action*, the Warlords and Communist armies do not have access to these weapons. The Chinese had an active air force but they never trained soldiers as forward air observers and radios were scarce. In *Bolt Action*, Chinese forward air observers are not available unless a Burma Theatre Selector is used.

### *UNIFORMS*

Prior to the Second Sino-Japanese War, the Nationalist KMT government designed standard pattern summer and winter uniforms. These two patterns were sent out to government factories in the provinces. The uniforms were practical in nature; the summer uniform consisted of a light cotton tunic, trousers, puttees and black boots, while the winter uniform consisted of a loose fitting padded heavy cotton tunic, padded trousers, puttees and fur lined black boots. Uniforms were either khaki drill or blue in colour depending upon the province in which the factory was located. Blue uniforms tended to fade to grey.

Headgear consisted of the Chinese field cap or cork pith helmets. The most common steel helmet worn was the German M35. The French Adrian helmet made an appearance during the early battles. Chinese troops in Burma appeared in a mixture of US and British clothing; British khaki drill was the most common. The Chinese continued to wear their puttees with either trousers or shorts. Headgear varied from the Chinese field cap to British and American helmets. The Nationalists also supplied the Warlords and Communists with uniforms as part of the Second United Front agreement.

## ARMY SPECIAL RULES

### *FLAG*

One man excluding the officer in any officer team can replace all of his weapons with a flag for +25pts, gaining the Rally to the Colours special rule (Warlords receive this flag for free).

- Rally to the Colours: All friendly infantry and artillery units within 12” of the flag-bearing model can re-roll (once) failed Order tests when ordered to Rally. In addition, if the Rally Order is successfully issued, the unit rolls two dice to determine how many pin markers are discarded and chooses the highest result. However, while the unit carrying the flag has a Down or Ambush order dice on it, the flag is kept hidden and has no effect.

### *LEVY*

As Chinese armies moved through the countryside they would round up the local populace as a levy force. Levies were not trained and if they were fortunate they were issued a rifle. Any Chinese army (Nationalists, Warlords and Communists) may include a free fourteen-man levy squad of Inexperienced infantry equipped with rifles only (no other weapon options may be taken). This free rifle squad is in addition to units chosen from whatever Selector is used, does not have the Green special rule and simply remains Inexperienced for the entire game.

### *SPARROW TACTICS (COMMUNISTS ONLY)*

The Chinese Communist Party was a lightly armed and highly mobile force. To make up for their lack of heavy equipment and firepower the Communists used surprise and speed to strike at their enemies. *All* communist Regular and Veteran infantry units may make up to a 9" move after both sides have finished set-up, but before the first turn of the game. Sparrow Tactics may only be used by Communists.

### *BODYGUARD (NATIONALISTS AND WARLORDS ONLY)*

High-ranking Nationalist officers and Warlords are always accompanied by one bodyguard model armed with a pistol and sword. A bodyguard will sacrifice his life for his master. If an officer is successfully targeted by a sniper or suffers exceptional damage, the bodyguard will be removed from play in the officer's place. Bodyguards are used by Nationalists and Warlords.

## LEGENDS OF CHINA

### *GENERAL SUN LI-JEN*

Sun Li-Jen began his adult education after winning an engineering scholarship to Purdue University in the United States. However, he was more attracted to a military career and soon applied for and successfully obtained a position at the Virginia Military Institute. He graduated from VMI in 1927 and returned to China where he joined the Nationalists' Army Finance Department. At the commencement of the Second Sino-Japanese War, Sun Li-Jen was a colonel of the KMT Tax Police Regiment and his unit took part in the Battle of Shanghai, where he was wounded.

After the battle of Shanghai, Sun was promoted to General and placed in charge of the elite 38th Division. After two years' hard training, Sun led the 38th into Burma to protect the Burma Road where he won fame for saving 7,000 British soldiers trapped by the Japanese in the Battle of Yenangyaung. He achieved this feat without armour or artillery support and was awarded Knight Commander, Order of the British Empire for his victory. Sun's troops became the backbone of X Force spearheading the drive to take back northern Burma. Sun was a popular general, leading by example at the front. He was known for a tactical mind and his ability to out-think and out-manoeuvre his Japanese counterparts, which led to General Slim nicknaming him "Rommel of the East".

**Cost:** 220pts (Veteran)

**Team:** Sun Li-Jen replaces any Captain or Major model in a Nationalist Force. He may be accompanied by up to 2 men.

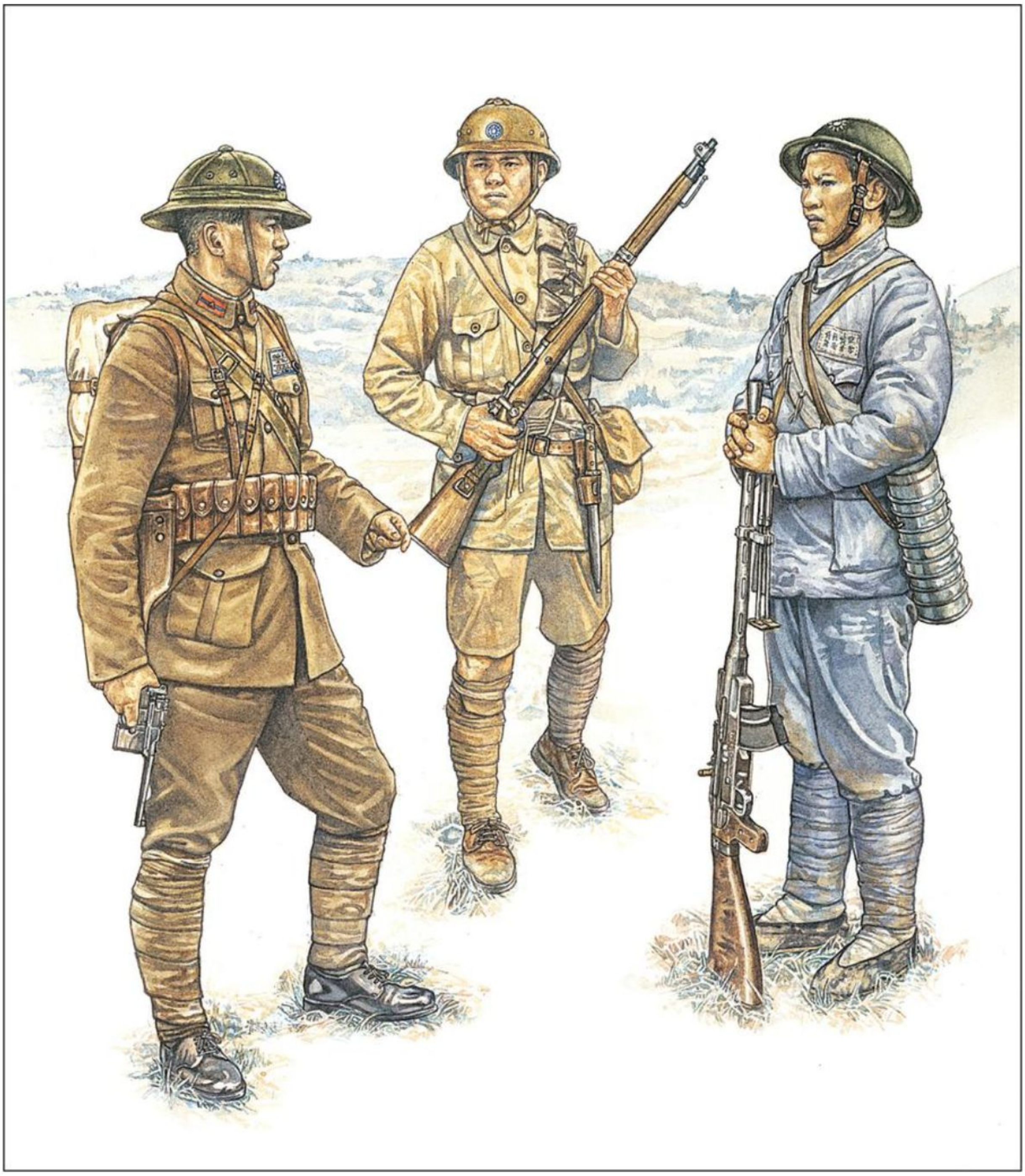
**Weapons:** Pistol or as depicted by the model

**Options:**

- Sun Li-Jen may be accompanied by up to 2 veterans at a cost of +13pts per man

**Special Rules:**

- Sun's morale bonus is +5 and the range of his ability is 12"
- All friendly infantry units starting an advance or run movement in Sun's command range receive an additional 3" of movement



*Chinese troops, 1938–39: (L–R) Corporal, 154th Div, 12th Army; Private 1st Class; Private 2nd Class, 7th Div; by Stephen Walsh © Osprey Publishing. Taken from Men-at-Arms 424: The Chinese Army 1937–49.*

## HEADQUARTERS UNITS

The Armies of China allows players to choose one of three headquarter options. You may choose to build a Nationalist KMT army, a Warlord army or a Communist army. Squad structure, uniforms, and weapon types remain consistent across all three options. In some cases you will find some restrictions; for instance Communists may not take German-trained troops or medium and heavy artillery, and Nationalists may not take a political officer. Warlord armies may take any option to reflect their ability to source equipment from the best suitor.

### *NATIONALIST OFFICER*

Nationalist Chinese Army officers were trained at the Wampoa Military Academy and the best were selected to join the German-trained Chiang Kai-shek divisions. Officers were a tight group who considered themselves above the general Chinese population. The Chinese officer cadre was divided into competing factions and was plagued by corruption. An officer unit consists of an officer and may include up to two other men to form a command team. Officers and their attendants can be rated as Inexperienced, Regular or Veteran.

**Cost:** Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)
Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
**Team:** 1 officer and up to 2 further men. Captains and Majors are also

accompanied by a Bodyguard (who does not count as one of the two optional men of the team).

**Weapons:** Pistol, submachine gun, or rifle as depicted on the models. The bodyguard has pistol and sword.

**Options:**

- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), +13pts per man (Veteran). One man can replace his weapons with a flag for +25pts.
- Any model with a sword has the Tough Fighter special rule (see here of the *Bolt Action* rulebook).

**Special Rules:**

- Bodyguard (if bodyguard taken)
- Flag (if flag taken)
- Tough Fighters (if swords are taken)

### *WARLORD*

When the Emperor of China was overthrown the nation broke apart into regions ruled by powerful leaders known as Warlords. Warlords used large private armies to battle each other in an effort to become the prominent power in China. The Warlord era ended in 1927 when Chiang Kai-shek and his Nationalist Army reunified the nation. However, some Warlords in the northern provinces resisted reunification and became effectively armies for hire, some allied with the Nationalists and others with Japan; no Warlords allied with the Communists. In the Armies of China, a Warlord army may be led by one officer only: the Warlord.

**Cost:** Warlord 165pts (Veteran)

**Team:** 1 Warlord and up to 2 further men. Warlords are always accompanied by a free Bodyguard and a free flag carrier (both do not count towards the two optional men of the team).

**Weapons:** Pistol, submachine gun, or rifle as depicted on the models. The bodyguard has pistol and sword.

**Options:**

- The Warlord may be accompanied by up to additional 2 men at a cost of +13pts per man
- Any model with a sword has the Tough Fighter special rule (see here of the *Bolt Action* rulebook)
- A Warlord and his retainers may upgrade to cavalry at +2pts per model

**Special Rules:**

- A Warlord has a morale bonus of +4
- Bodyguard
- Flag
- Tough Fighters (if swords are taken)
- Cavalry (if the cavalry option is chosen)

### *COMMUNIST OFFICER*

The Chinese Communist Party (CCP) and Army were officially formed when the Nationalist 27th Infantry Division mutinied against the KMT government in 1927. Led by Mao Zedong, the Communist army fought a short war against the Nationalists and were almost defeated. They were forced to withdraw to the mountains in the famous Long March and rebuild. At the start of the Second Sino-Japanese War the CCP army was 30,000 men strong. Officers of the CCP army were selected on past military experience and political ideology. Unlike their Nationalist counterparts, CCP army officers did not carry swords.

**Cost:** Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)

Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)

**Team:** 1 officer and up to 2 further men.

**Weapons:** Pistol, submachine gun, or rifle as depicted on the models.

**Options:**

- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), +13pts per man (Veteran). One man can replace his weapons with a flag for +25pts.

### *POLITICAL OFFICER*

The Chinese Communist Party army followed the Soviet practice of educating soldiers with Communist ideology. Political officers were employed and deployed with combat troops to educate, motivate and monitor behaviour. Signs of cowardice and anti-Communist thoughts were dealt with brutally. If you choose a generic Platoon Selector you may take a political officer instead of a Major or Captain. In Theatre Selectors political officers are indicated separately; political officers may only be taken by Communist forces.

**Cost:** 15pts (Inexperienced)

**Team:** 1 Political Officer and up to 2 further men

**Weapons:** Pistol, submachine gun, or rifle as depicted by the model.

**Options:**

- A political officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced)

**Special Rule:**

- Not One Step Back! Political officers don’t confer any Morale bonus to nearby troops. However, whenever a friendly unit fails a Morale check or an Order test within 12” of a political officer, remove one model from the unit and re-roll the dice. The second result stands, as normal – there is after all a point after which the soldiers would just start to shoot back at the political officer. This rule has no effect on vehicles and units that are reduced to one or two models.

### MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field. As non-combatants under the Geneva Convention, medics were not issued with weapons, but the practicalities of war sometimes led to medical staff carrying pistols for personal protection. Medics are rated as Regular or Veteran and may be taken by Nationalist, Warlord and Communist forces.

**Cost:** Medic 25pts (Regular), 30pts (Veteran)
**Team:** 1 Medic and up to 2 further men
**Weapons:** Pistol or none as depicted by the model
**Options:**

- The medic may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

### FORWARD OBSERVER

Forward Observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines. Chinese Forward Observers are rated as Veteran and may be taken by Nationalist, Warlord and Communist forces. The Chinese Army does not field Forward Air Force Observers.

**Cost:** Artillery Forward Observer 115pts (Veteran)
**Team:** 1 Artillery Forward Observer and up to 2 further men
**Weapons:** Pistol, submachine gun, or rifle as depicted on the models.

**Options:**

- The Artillery Forward Observer may be accompanied by up to 2 veterans at a cost of +13pts per man

## INFANTRY SQUADS AND TEAMS

### *GERMAN-TRAINED NATIONALIST SQUAD*

Modernisation of the Chinese army commenced in 1933 when Chiang Kai-shek invited German military advisers to China to train and equip his soldiers in modern tactics. The German plan called for the Nationalist army to be reduced to 60 well-equipped and trained infantry divisions, a modernisation of military manufacturing and the purchase of modern German-made weapons, aircraft and warships. By the commencement of hostilities with Japan, only ten divisions were ready. These troops were first committed to battle against the Japanese at Shanghai and are credited with stalling the Japanese advance for seven months at an extremely high cost in manpower and equipment. A 14-man squad was led by a Corporal carrying a Hanyang Mauser rifle or MP-28 submachine gun. Riflemen were equipped with the Hanyang 88 rifle and the Czechoslovakian Zb26 light machine gun. German-trained Nationalist squads may only be taken by Nationalist forces.

**Cost:** 91 pts (Veteran)
**Composition:** 1 NCO and 6 men
**Weapons:** Rifles
**Options:**

- Add up to 7 additional soldiers +13pts each (Veteran)
- The NCO can replace his rifle with a submachine gun for +3pts
- Up to 1 man may have a LMG for +20pts. Another soldier becomes the loader.

- The entire squad can be given anti-tank grenades for +2pts per man

**Special Rules:**

- Tank Hunters (if anti-tank grenades option is taken)
- Initiative Training (see here of *Armies of Germany*)

### *INFANTRY SQUAD*

A Chinese infantry squad consists of 14 men led by a Corporal. Submachine guns were uncommon, but some units were issued with German MP-28s. The Czechoslovakian-designed and locally made Zb26 served as the squad light machine gun. The remaining riflemen carried the Hanyang 88 rifle. An infantry squad may be taken by Nationalist, Warlord and Communist forces.

**Cost:** 70pts (Regular), 91pts (Veteran)

**Composition:** 1 NCO and 6 men

**Weapons:** Rifles

**Options:**

- Add up to 7 additional soldiers +10pts each (Regular), +13pts each (Veteran).
- The NCO can replace his rifle with a submachine gun for +3pts
- Up to 1 man may have a LMG for +20pts. Another soldier becomes the loader.
- The entire squad can be given anti-tank grenades for +2pts per man

**Special Rules:**

- Tank Hunters (if anti-tank grenades option is taken)

### *CONSCRIPT SQUAD*

The bulk of the Chinese army was made up of conscript peasant soldiers. These soldiers had very little military training and were armed with rifles. These units proved to be unpredictable in battle: some fought with distinction, while others ran at the first sign of the enemy. An Inexperienced squad may be taken by Nationalist, Warlord and Communist forces.

**Cost:** 49pts (Inexperienced)
**Composition:** 1 NCO and 6 men
**Weapons:** Rifles
**Options:**
- Add up to 7 additional soldiers at +7pts each

**Special Rules:**
- Green

### *X AND Y FORCE SQUAD (BURMA)*

In 1942, the Nationalists sent three divisions of the Chinese Expeditionary Force into Burma to assist the Allies in fighting the Japanese, but they arrived too late to make a difference. The Chinese are, however, credited with rescuing 7,000 British soldiers from a Japanese trap at Yenangyaung. The Chinese joined the British in the retreat to India where American instructors commenced training and re-equipping the Chinese. The American-trained troops were armed with American and British submachine guns and light machine guns. The Chinese Army units were renamed X and Y Force and were known for their high morale and determination. An X and Y Force squad may only be taken by Nationalists.

**Cost:** 49pts (Inexperienced), 70pts (Regular), 91 pts (Veteran)
**Composition:** 1 NCO and 6 men
**Weapons:** Rifles

**Options:**

- Add up to 7 additional soldiers +7pts each (Inexperienced), +10pts each (Regular), +13pts each (Veteran).
- The NCO and/or another man can replace their rifle with a submachine gun for +3pts
- Up to 1 man may have a LMG for +20pts, another soldier becomes the loader, or up to 1 man may have a BAR automatic rifle for +5pts. A squad cannot have both.
- The entire squad can be given anti-tank grenades for +2pts per man

**Special Rules:**

- Tank Hunters (if anti-tank grenades option is taken)

### *BIG SWORD SQUAD*

The Chinese Big Sword Society was first formed in the northern provinces of China in the 1890s and was also known as the Dare to Die corps. Originally formed as a coalition of villages to protect their property from bandits, the force took on a cult status and saw its first military action in the Boxer Rebellion. The force continued to grow into an army under a spiritual leader and remained a powerful force during the Warlord era, later becoming a bitter opponent of communism. The Big Sword Society allied with the Nationalists during the Chinese Unification Wars as the 29th Army. Troops underwent training in breathing and magic, and believed they were immune to bullets. Big Sword soldiers will die before they fail and can be considered fanatical. Equipped by the Nationalists, Big Sword soldiers are organised as any Chinese unit, however they are characterised by carrying a large, fearsome-looking broadsword known as the *dadao*. Big Sword squads may only be taken by Nationalists.

**Cost:** 126pts (Veteran)

**Composition:** 1 NCO and 6 men

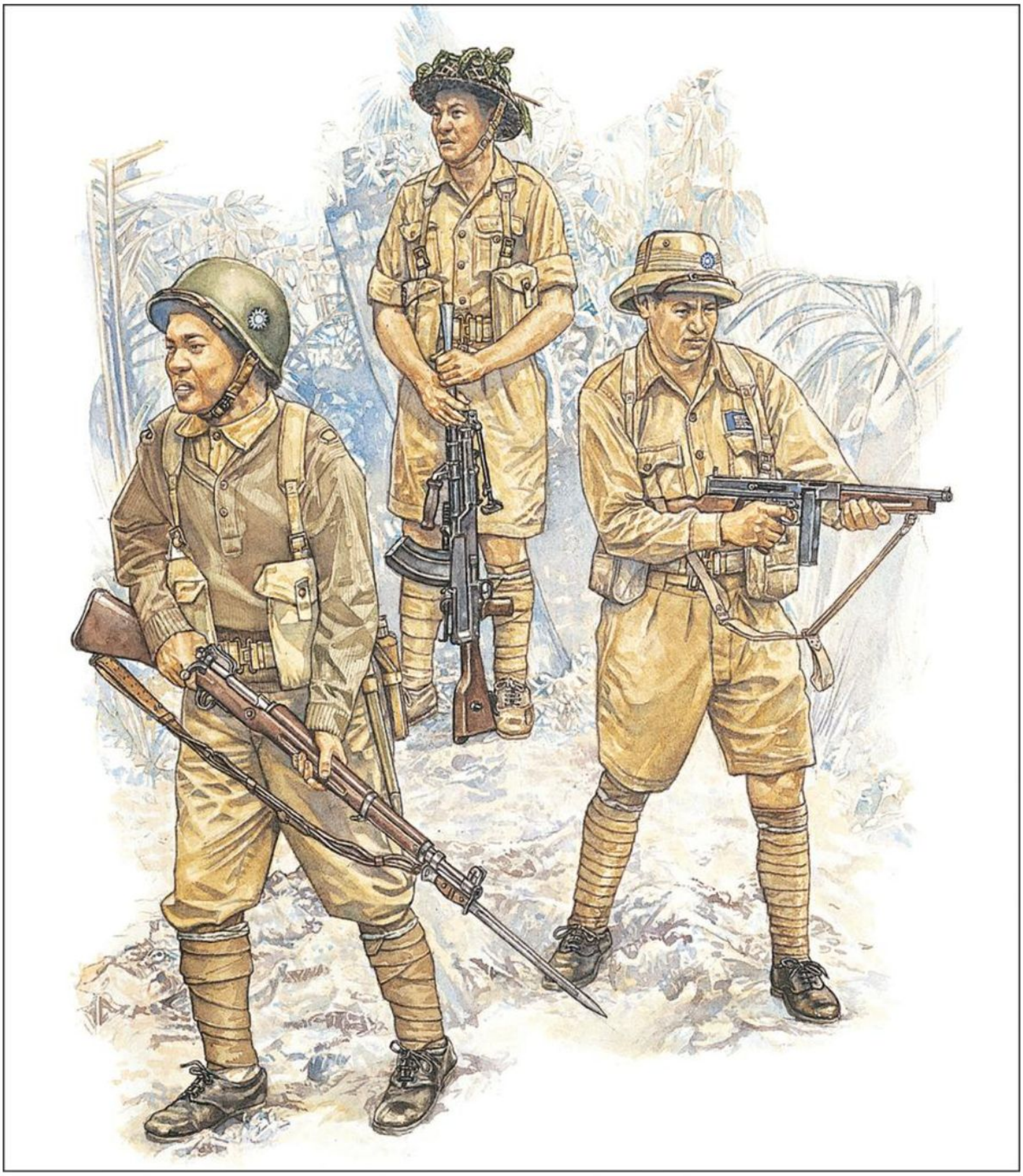
**Weapons:** Rifles and Swords

**Options:**

- Add up to 7 additional soldiers +18pts each (Veteran)
- Up to 3 men can replace their rifles with a submachine gun for +1pt
- Up to 1 man may have a LMG for +20pts. Another soldier becomes the loader.
- The entire squad can be given anti-tank grenades for +2pts per man

**Special Rules:**

- Tough Fighters
- Fanatic
- Reckless Charge: Any order test to Run or Charge directly towards the nearest visible enemy is passed automatically, as if the unit had rolled a double one.
- Tank Hunters (if anti-tank grenades option is taken)



*Chinese troops, Burma 1943–45: Private, 112th Regt, 38th Div, New 1st Army; Lance-Corporal, 22nd Div, New 6th Army; Private 1st Class; by Stephen Walsh © Osprey Publishing. Taken from Men-at-Arms 424: The Chinese Army 1937–49.*

### *GUERRILLA CELL*

The Nationalists and Communists operated small guerrilla cells behind

Japanese lines. These highly mobile and motivated forces used local knowledge to strike hard and fast at targets before melting back into the countryside. Guerrilla cells wore civilian clothing and were armed with a variety of small arms from US, British, German, Chinese, Soviet and Japanese sources. Nationalist and Communists cells spent as much time stalking and fighting each other as they did fighting the Japanese. Guerrilla cells may be taken by Nationalist and Communists.

**Cost:** 27pts (Inexperienced), 36pts (Regular), 45pts (Veteran)
**Composition:** 1 Cell Leader and 2 men
**Weapons:** Rifles
**Options:**

- Add up to 6 additional guerrillas +9pts (Inexperienced), +12pts (Regular), +15pts each (Veteran).
- Up to 9 men may replace their rifle with a pistol for –3pts each
- Up to 3 men may replace their rifle with a submachine gun for +3pts each
- Up to 1 man may have a LMG for +20pts. Another soldier becomes the loader.
- The entire squad can be given anti-tank grenades for +2pts per man

**Special Rules:**

- Fieldcraft: Guerrillas made good use of terrain to spring surprise attacks. During set-up, any guerrilla cell using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all guerrilla cells treat all Rough Ground and Obstacles as Open Ground for the purposes of movement.
- Forward Position: A guerrilla cell count as Observers/Snipers for Set-Up purposes (see here of the *Bolt Action* rulebook)
- Infiltration: When Outflanking, as described here of the *Bolt Action* rulebook, a guerrilla cells ignore the –1 modifier to the Order test for

coming onto the table.

- Tank Hunters (if anti-tank grenades option is taken)

### *CAVALRY TROOP*

The Nationalist maintained eight horse-breeding stations in their territory throughout the war. Horses were mainly bred for transport, however a number of Mongolian ponies were bred for use by cavalry units. The Communists and Warlords fielded more cavalry than the Nationalists and preferred to use the larger Ningxia ponies. Chinese cavalry is rated as regular in *Bolt Action*. Cavalry troops may be taken by the Nationalists, Warlords and Communists.

**Cost:** 65pts (Regular)

**Composition:** 1 NCO and 4 men, all mounted on horses.

**Weapons:** Cavalry carbines and swords

**Options:**

- Add up to 5 men with rifles +13pts each
- The entire squad can be given anti-tank grenades for +2pts per man

**Special Rules:**

- Cavalry
- Tough Fighters
- Tank Hunters (if anti-tank grenades option is taken)
- Carbines: Count as pistols when fired from horseback, and as rifles when fired dismounted.

### *SCOUT TEAM*

All armies utilised scout teams and the Chinese were no exception. Scout teams reconnoitre ahead of the main body of troops and scout the best paths, and warn of approaching enemies. Scout teams may be taken by Nationalists, Warlords and Communists.

**Cost:** 45pts (Veteran)

**Team:** 1 NCO and 2 men

**Weapon:** Rifles

**Options:**

- Any scout may exchange their rifle for an SMG for +3pts
- Any Warlord or Communist scout team may upgrade to mounted on horseback for +2pts per man

**Special Rules:**

- Scouts, unless mounted, count as Observers/Snipers for Set-Up purposes (see here of the *Bolt Action* rulebook).
- Behind Enemy Lines: When making outflanking manoeuvres scouts ignore the –1 modifier to their order test to arrive.
- Carbine: Rifle becomes a carbine if mounted option taken (count as pistols when fired from horseback, and as rifles when fired dismounted).

### *MG-34 MACHINE GUN TEAM (EARLY WAR)*

The Chinese Nationalists imported a small number of MG-34s into China with the aim of acquiring manufacturing rights to the weapon, however this did not occur. MG-34s were deployed with the German-trained Nationalist troops during the early stages of the war and may only be taken as Veteran and by Nationalists.

**Cost:** 65pts (Veteran)

**Team:** 3 men – Gunner and two loaders

**Weapon:** 1 MMG

**Special Rules:**

- Team Weapon
- Fixed
- Hitler’s Buzz Saw: The MMG team gets one more shot than normal (5 instead of 4).

### *MACHINE GUN TEAM*

The Type 24 machine gun was a Chinese produced copy of the MG08/15 Maxim machine gun. The gun proved to be a reliable support weapon until it was replaced late in the war by the American lend-lease .30 cal. Machine gun teams may be taken by Nationalists, Warlords and Communists.

**Cost:** 35pts (Inexperienced), 50 pts (Regular), 65pts (Veteran)
**Team:** 3 men – Gunner and two loaders
**Weapon:** 1 MMG
**Special Rules:**
- Team Weapon
- Fixed

### *BOYS ANTI-TANK RIFLE TEAM*

Chinese troops were supplied with the British-made Boys antitank rifle, which saw service throughout the entire war. The Boys anti-tank rifle was a very effective weapon against Japanese armour. The Boys anti-tank rifle may be taken by Nationalists, Warlords and Communists.

**Cost:** 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
**Team:** 2 men – Gunner and loader
**Weapon:** 1 Anti-Tank Rifle
**Special Rules:**
- Team Weapon

### *SNIPER TEAM*

German advisors to the Nationalists created a sniper school in 1935. The Nationalists purchased 120 German model 1924 heavy barrel Mausers with telescopic sights. These rifles were supplemented by the

American-donated Remington Model 30 hunting rifle and the scoped Chiang Kai-shek rifle. Snipers were rewarded in their craft with a bounty paid of 50 yuan for soldier kills, 200 yuan for officer kills and 500 yuan for colonel and above kills. Chinese snipers were very effective in urban environments causing the deaths of many Japanese officers and led to the Japanese researching the craft and training its own soldiers as marksmen. Snipers may be taken by Nationalists, Warlords and Communists.

**Cost:** 50pts (Regular), 65pts (Veteran)
**Team:** 2 men – Sniper and spotter
**Weapon:** The sniper has a rifle, the spotter has a pistol.
**Special Rules:**

- Team Weapon
- Sniper

### SUICIDE ANTI-TANK TEAM

Chinese soldiers obeyed without question and that included suicidal tasks such as strapping dynamite to their bodies and rolling under Japanese tanks. Suicide anti-tank tactics flourished during the urban battle of Shanghai and continued to feature in later engagements. The Japanese later copied this strategy against the Allies in Burma and the Pacific. Suicide anti-tank teams may be taken by Nationalists, Warlords and Communists.

**Cost:** 14pts (Inexperienced), 20pts (Regular), 26pts (Veteran)
**Team:** 1 man
**Weapon:** TNT
**Special Rules:**

- Shen Fong: If a Suicide Anti-Tank team assaults an enemy vehicle and moves into contact with the target vehicle, remove it and immediately resolve a hit against the vehicle with a penetration value of +8 (no other penetration modifiers apply).

- Forward Position: A Suicide Anti-Tank team counts as an observer and sniper for set-up purposes (see here of the *Bolt Action* rulebook)

### *FLAMETHROWER TEAM*

The Chinese used flamethrowers in relatively large numbers during the early battles of the Second Sino-Japanese War. Flamethrowers were sourced from Germany and later from the Western Allies, the Soviet Union and captured from the Japanese. Flamethrower teams may be taken by Nationalists, Warlords and Communists.

**Cost**: 50pts (Regular), 65pts (Veteran)
**Team:** 2 men
**Weapon:** 1 infantry flamethrower
**Special Rules**:

- Flamethrower
- Team Weapon

## LEGENDS OF CHINA

### *SERGEANT TUNG CHI-YUAN*

Sergeant Tung Chi-yuan was a Nationalist sniper operating on the upper Yangtze River in 1943. Tung is credited with killing over 100 Japanese soldiers with a scoped Chiang Kai-shek rifle.

**Cost:** 75pts (Veteran)

**Team:** Tung Chi-yuan is a veteran sniper model in a Nationalist Force. The additional member of the sniper team is not used.

**Weapons:** Scoped Type Khongzheng Mauser (Chiang Kai-shek rifle)

**Special Rules:**

- Kill Shot: When sniping, Tung will inflict damage on infantry, artillery and soft skin vehicles on a roll of 2+ regardless of the target's experience level.

### *LIGHT MORTAR TEAM*

The Chinese used many different types of light mortar ranging from the German 50mm *Granatenwerfer* 36 infantry mortar, the British 2" mortar, the Soviet 50mm mortar and the captured Japanese Type 10 and Type 89 knee mortars. Light mortars may be taken by Nationalists, Warlords and Communists.

**Cost:** 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)

**Team:** 2 men

**Weapon:** Light mortar

**Special Rules:**

- Team weapon
- Indirect fire

- HE (D3)

### MEDIUM MORTAR TEAM

The Chinese used the 81mm Brandt Mle 27/31 as its medium mortar support weapon. It was an effective weapon and used by many nations. Medium mortar teams may be taken by Nationalists, Warlords and Communists.

**Cost:** 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
**Team:** 3 men
**Weapon:** 1 medium mortar
**Options:**
- May add a Spotter for +10pts

**Special Rules:**
- Team Weapon
- Fixed
- Indirect Fire
- HE (D6)

### HEAVY TRENCH MORTAR

The Nationalists, Warlords and Communists infantry divisions relied on heavy 240mm trench mortars as their main source of artillery support. These World War I surplus mortars were sourced from Germany, France and Italy. 240mm mortars had the advantage of being able to utilise captured Japanese heavy mortar rounds. Heavy trench mortar teams may be taken by Nationalists, Warlords and Communists.

**Cost:** 46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
**Team:** 4 men
**Weapon:** 1 heavy mortar

**Options:**

- May add a Spotter for +10pts

**Special Rules:**

- Team Weapon
- Fixed
- Indirect Fire
- HE (2D6)

## FIELD ARTILLERY

### *7.6CM IEFK16 FIELD GUN*

The 7.6cm IeFK16 was a World War I era German field gun that the Chinese purchased in great numbers in the early 1930s. These guns required horse teams to move, they were never modernised to allow them to be towed by motor transport. The IeFK16 may be taken by Nationalists and Warlords.

**Cost:** 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
**Team:** 3 men
**Weapon:** 1 light howitzer

**Options:**

- May add a spotter for +10pts

**Special Rules:**

- May only be towed by Horse Teams
- Team Weapon
- Fixed
- Howitzer
- HE (D6)

### *TYPE 41 75MM MOUNTAIN GUN*

The Japanese Type 41 mountain gun was a light artillery piece that could be easily broken down and carried by men, mules or horses. A common weapon in China, large numbers were captured and used against their former owners. The Type 41 may be used by Warlords and Communists.

**Cost:** 36pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
**Team:** 3 men
**Weapon:** 1 light howitzer
**Options:**
- May add up to 2 loaders for +5pts each
- May add a spotter for +10pts

**Special Rules:**
- Gun Shield
- Team Weapon
- Fixed
- Howitzer
- HE (D6)
- May use mule transport

### *75MM M1A1 PACK HOWITZER*

The small calibre 75mm M1A1 was a light pack howitzer widely used in the Pacific and Far East theatres of operation. Chinese Nationalists were supplied with this weapon by the Americans for the Burma campaign. The 75mm M1A1 may be taken by Nationalists.

**Cost:** 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
**Team:** 3 men
**Weapon:** 1 light howitzer
**Options:**
- May add a spotter for +10pts

**Special Rules:**
- Team Weapon
- Fixed
- Howitzer
- HE (D6)
- May use mule transport

### 105MM M2A1 MEDIUM HOWITZER

The M2A1 was the standard artillery howitzer of the US Army and US Marines in World War II. The howitzer was capable of firing a 15 kg shell over a distance of 11 kilometres. The Americans supplied these weapons to the Chinese Nationalists in Burma and China. The 105mm M2A1 may be taken by Nationalists.

**Cost:** 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
**Team:** 4 men
**Weapon:** 1 medium howitzer
**Options:**
- May add a spotter for +10pts

**Special Rules:**
- Team Weapon
- Fixed
- Howitzer
- HE (2D6)

### 15CM SFH18 HEAVY HOWITZER

The German-supplied 15cm sFH18 heavy howitzer was the heaviest artillery piece the Chinese Nationalist possessed, having purchased 48 in the mid-1930s. The weapon could be towed by a team of eight horses or a heavy artillery tractor. May be used by Nationalists.

**Cost:** 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

**Team:** 5 men

**Weapon:** 1 heavy howitzer

**Options:**

- May add a spotter for +10pts

**Special Rules:**

- Team Weapon
- Fixed
- Gun Shield
- Howitzer
- HE (3D6)

## ANTI-TANK GUNS

### *37MM PAK 36*

The PAK 36 was purchased from Germany in the mid 1930s and was soon copied by the Chinese and produced in its thousands to become the main Chinese anti-tank gun throughout World War II. In this theatre, the gun was a formidable weapon feared by Japanese tankers. The 37mm Pak 36 may be taken by Nationalists and Warlords.

**Cost:** 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

**Team:** 3 men

**Weapon:** 1 light Anti-Tank gun

**Special Rules:**

- Team Weapon
- Fixed
- Gun Shield

### *37MM M3A1 ANTI-TANK GUN*

The American-produced 37mm M3A1 light anti-tank gun was based on the German 37mm Pak 36 design. The weapon was ineffectual against German armour, but proved more than adequate against Japanese armour. The majority of 37mm M3A1 anti-tank guns saw service in the Pacific theatre and many were purchased by the British and then supplied to the Chinese Nationalist Army in Burma. The 37mm M3A1 may be chosen by Nationalists.

**Cost:** 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
**Team:** 3 men
**Weapon:** 1 light Anti-Tank gun
**Special Rules:**

- Team Weapon
- Fixed
- Gun Shield

### *ZIS-2 ANTI-TANK GUN*

Late in the war the Soviets began sending surplus equipment and munitions to Communist forces in northern China in preparation for a Soviet attack on Japan. The Zis-2 57mm rapid-firing semi-automatic anti-tank gun fired 25 rounds a minute and was designed to penetrate heavy German armour. The Zis-2 is capable of being horse drawn. The Zis-2 may be taken by Communists.

**Cost:** 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
**Team:** 3 men
**Weapon:** 1 medium Anti-Tank gun
**Special Rules:**

- Team Weapon
- Fixed

- Gun Shield

## ANTI-AIRCRAFT GUNS

### *20MM FLAK 38*

The 20mm Flak 38 was a light anti-aircraft gun purchased in some numbers from Germany. It may be taken by Nationalists and Warlords.

**Cost:** 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
**Team:** 3 men
**Weapon:** 1 light automatic cannon
**Special Rules:**
- Gun Shield
- Team Weapon
- Fixed
- Flak

### *BOFORS 40MM L/60*

The Swedish 40mm Bofors was a popular anti-aircraft gun purchased by many armies across the world. The Chinese were no exception, recognising the gun's dependability and robust design. The Bofors 40mm may be taken by Nationalists.

**Cost:** 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
**Team:** 4 men
**Weapon:** 1 heavy automatic cannon
**Special Rules:**
- Team Weapon
- Fixed
- Flak

## TANKS

### *FT-17/18*

In the mid-1930s China purchased three companies of FT-17/18 tanks from Poland. The tanks were armed with a mixture of turret-mounted machine guns and turret-mounted 37mm Puteaux SA-18 anti-tank guns. FT17/18 tanks may be taken by Nationalists and Warlords.

**Cost:** 26pts (Inexperienced), 35pts (Regular), 42pts (Veteran)
**Weapons:** 1 turret-mounted MMG
**Damage Value:** 7+ (tankette)
**Options:**

- May replace the turret-mounted MMG with a low-velocity light Anti-Tank gun for +30pts

**Special Rules:**

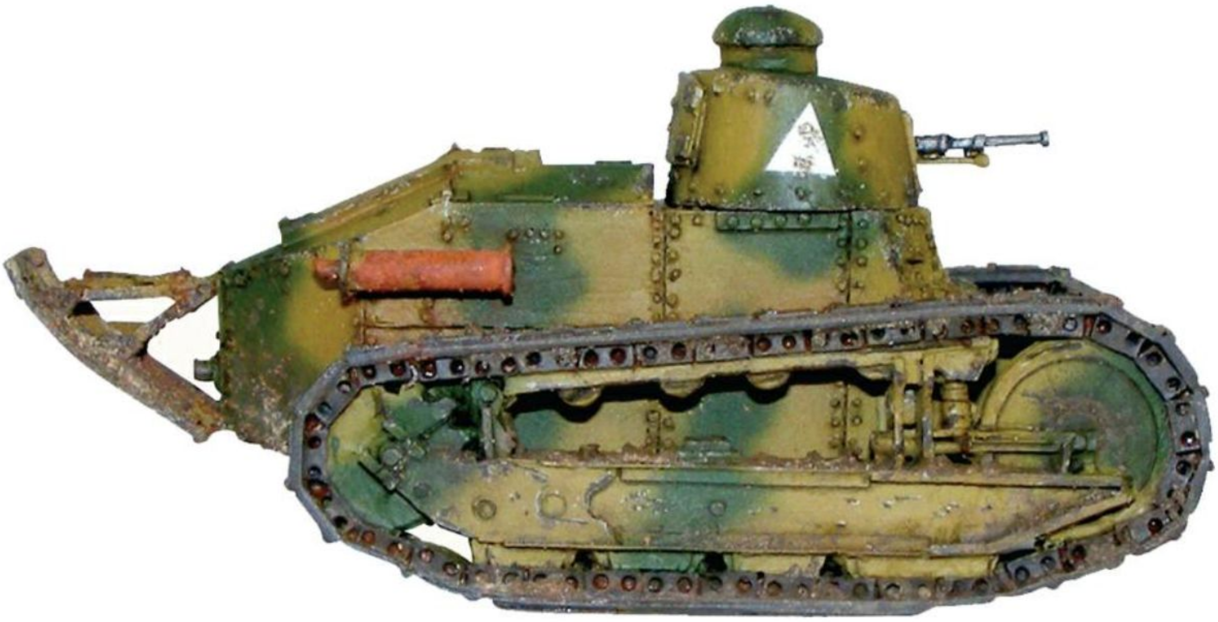
- One-Man Turret: It is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned.
- Pitifully Slow! The FT-17/18 is a Slow tank as defined by the rules, and in addition we do not allow it to make a double-speed Run movement at all. It can still be given a Run order (thereby avoiding the One-Man Turret rule), but moves at its basic speed only.
- Low Velocity Light Anti-Tank Gun: The FT's main gun counts as a light Anti-Tank gun but with an armour penetration rating of +3 instead of the usual +4.

### *SUTTON SKUNK HOLT ARMOURED TRACTOR*

Francis "One Arm" Sutton was a British army engineer who lost his right hand in the Gallipoli campaign. After being discharged from service he travelled to China and made a career as an advisor and General to the Chinese Warlords. Sutton saw a great opportunity in developing armoured vehicles and the easiest way to achieve this was by utilising American-produced farm tractors. The Holt company provided the chassis and One Arm Sutton designed and added a steel superstructure. Crewed by one driver and two gunners, the main armament consisted of two forward facing Browning Automatic Rifles (BAR) and two rear facing medium mortars, which could fire when a rear flap was opened. The Sutton Skunk may be taken by Warlords.

**Cost:** 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
**Weapons:** 2 forward-facing automatic rifles, and 2 rear-facing medium mortars.
**Damage Value:** 7+ (tankette)
**Special Rules:**

- Slow
- Undermanned: Must be stationary to fire rear facing medium mortars. Also, when the mortars are fired the BARs cannot be fired.



*Chinese FT-17*

### *CARDEN-LOYD MK VI TANKETTE*

The Carden-Loyd MK VI tankette was Britain's first attempt at creating a two-man armoured mobile infantry machine gun carrier. Several versions were produced but the design proved to be impractical and led to the design of the more successful Universal Carrier. The Chinese Nationalists purchased 20 MK VIs. The Carden-Loyd Mk VI Tankette may be taken by Nationalists.

**Cost:** 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)
**Weapons:** 1 forward-facing hull-mounted MMG.
**Damage Value:** 7+ (tankette)
**Special Rules:**
•Open Topped

### *L3/33 TANKETTE*

The L3 tankette series were produced in thousands for the Royal Italian Army. The Chinese Nationalists purchased 20 L3/33 model tankettes in the mid 1930s. The L3/33 may be used by Nationalists only.

**Cost:** 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
**Weapons:** 1 forward-facing hull-mounted MMG
**Damage Value:** 7+ (tankette)

### *CAPTURED TYPE 95 HA-GO*

The Type 95 *Ha-Go* was the most common Japanese light tank of the Second Sino-Japanese War. Designers sacrificed armour protection for speed and mobility. A number of these tanks were captured by Chinese armed forces. The *Ha-Go* may be taken by Nationalists, Warlords and Communists.

**Cost:** 72pts (Inexperienced), 90pts (Regular)

**Weapons:** 1 turret-mounted light Anti-Tank gun, 1 turret mounted rear-facing MMG and 1 forward-facing hull-mounted MMG

**Damage Value:** 7+ (tankette)

**Special Rules:**

- One-Man Turret: An order test is required to use Advance orders even if the tank is not pinned. In addition you can fire the tank's main gun *or* the rear-facing MMG but not both in the same turn.
- Low-Velocity Anti-Tank Gun: Armour penetration rating the light AT gun is +3 instead of +4.

*Chinese Panzer I Ausf A*

### *CAPTURED TYPE 97 CHI-HA*

The *Chi-Ha* was Japan's standard medium tank in the war against China. Like the Type 95 *Ha-Go* many were captured by Chinese forces. The *Chi-Ha* may be taken by Nationalists, Warlords and Communists.

**Cost:** 108pts (Inexperienced), 135pts (Regular)

**Weapons:** 1 turret-mounted light howitzer, 1 turret mounted rear-facing MMG and 1 forward-facing hull-mounted MMG.

**Damage Value:** 8+ (light tank)

### *VICKERS CARDEN-LOYD M1931 AMPHIBIOUS TANK*

The British-produced M1931 amphibious tank was a waterproof steel-hulled tank capable of swimming rivers. The tanks was crewed by two men who were protected by 9mm of armour. The main gun was a turret-mounted Vickers .303 medium machine gun. The Nationalist purchased 29, and Canton Province's Warlord Chen Jitang purchased 20. The tank was mechanically unreliable with weak suspension. The M1931 Amphibious tank may be taken by the Nationalists and Warlords.

**Cost:** 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
**Weapons:** 1 turret-mounted MMG
**Damage Value:** 7+ (tankette)
**Special Rules:**

- Amphibious
- Unreliable: If the tank suffers one or more pin markers as a result of an attack it automatically suffers one further pin marker.

### *PANZER I*

In 1937 China purchased ten Panzer Is from Germany, along with an agreement to train the crews. The Panzer I saw action against the Japanese in the Battle of Nagjing. Panzer I tanks may be taken by Nationalists.

**Cost:** 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
**Weapons:** 2 turret-mounted MMG
**Damage Value:** 7+ (tankette)

### *T-26 MODEL 1933*

In 1938 the Soviet Union sold 82 used T-26 Model 1933s to the Nationalist Chinese to assist in the struggle against Japan. Its large turret housed a 45mm turret-mounted anti-tank gun and a co-axial MMG. The T-26 was the main battle tank of the KMT. The T-26 may be taken by Nationalists.

**Cost:** 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
**Weapons:** 1 turret-mounted light Anti-Tank gun with co-axial MMG
**Damage Value:** 7+ (tankette)

### *VICKERS 6-TON MARK E TYPE B*

The 6-ton Mark E Type B was a three crew light tank developed in Britain by Vickers however the design was rejected by the British Army. The 6-ton proved to be a popular tank with foreign armed forces and the design was copied by the Soviets to become the T-26. The Type B featured a two-man turret armed with a 47mm anti-tank gun and a co-axial medium machine gun. The Chinese Nationalists purchased a total of 20 Vickers tanks. The Vickers 6-ton Mark E Type B may be taken by Nationalists.

**Cost:** 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
**Weapons:** 1 turret-mounted light Anti-Tank gun with co-axial MMG
**Damage Value:** 7+ (tankette)

### *M3A3 STUART V*

The Chinese Nationalist Army received 48 lend-lease M3A3 light tanks in Burma in 1943. The Stuart V was a capable tank that could easily outmatch most Japanese tanks. The Stuart V was later used against the Communists in the Chinese Civil War. The Stuart V may be taken by Nationalists.

**Cost:** 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)

**Weapons:** 1 turret-mounted light Anti-Tank gun with co-axial MMG, and 1 forward-facing hull-mounted MMG.

**Damage Value:** 8+ (light tank)

### *M4 SHERMAN 75MM*

The United States gifted the Nationalists 35 Sherman tanks in 1943. The Sherman saw service against the Japanese in Burma and China, and later against the Communists in the Chinese Civil War. The M4 Sherman may be taken by Nationalists.

**Cost:** 148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)

**Weapons:** 1 turret-mounted medium Anti-Tank gun with co-axial MMG and 1 forward-facing hull-mounted MMG

**Damage Value:** 9+ (medium tank)

**Special Rules:**

- Easily Catches Fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin-markers rather than just 1 before taking a morale test.
- HE: Instead of causing D2 HE hits, a HE shell causes D6 hits.
- Thin Sides: All shots to the side of this tank get an additional +1 penetration modifier.

## ARMOURED CARS

### *SDKFZ 221 & 222*

China purchased SdKfz 221s and SdKfz 222s from Germany in 1937 in a deal which included Panzer I tanks. Instructors and mechanics accompanied the vehicles to China to train the crews and support staff. The 221 came equipped with a single turret-mounted medium machine gun and the 222 mounted a 20mm gun and co-axial medium machine gun. The open-topped turret allowed the crew to use their weapons for anti-aircraft fire. The SdKfz 221 and 222 may be taken by Nationalists.

**Cost:** 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
**Weapons:** 1 turret-mounted MMG
**Damage Value:** 7+ (armoured car)
**Options:**

- May replace the turret-mounted MMG with a light automatic cannon with coaxial MMG for +30pts (SdKfz 222s)

**Special Rules:**

- Open Topped
- Recce
- Flak (SdKfz 222s)

### *BA-10*

After the departure of German Army advisers in 1938 the Nationalists approached the Soviet Union to purchase armoured vehicles. This was an unusual situation as the Nationalists were at war with the Chinese Communist rebels. Recognising the growing strength of the Japanese, the Soviet

*Chinese SdKfz 221*

Union agreed to supply armour and train tank crews. The Soviets believed the Nationalists were better placed to defeat the Japanese than the Chinese Communist Party so they supplied and trained crews for 88 BA-10s and BA-20s. The BA-10 is protected by 15mm of armour, has a 45mm gun and two light machine guns. BA-10s may be taken by Nationalists.

**Cost:** 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
**Weapons:** 1 turret-mounted light Anti-Tank gun with co-axial LMG and 1 forward-facing LMG
**Damage Value:** 7+ (armoured car)
**Special Rules:**
- Recce

### *BA-20M*

The Chinese Nationalists purchased the BA-20M model of the BA-20 armoured car series from the Soviets. The BA-20 had a clothesline aerial array whilst the BA-20M had a whip aerial. The BA-20M is lightly armoured and armed with just one turret-mounted LMG. The LMG could be replaced by a flamethrower. Some BA-20Ms were given to the Warlords to help police their provinces. BA-20Ms may be taken by Nationalists and Warlords.

**Cost:** 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
**Weapons:** 1 turret-mounted LMG
**Damage Value:** 7+ (armoured car)
**Options:**

- Replace the turret-mounted LMG with a flamethrower for +45pts. If this upgrade is taken the vehicle will be subject +1 damage when rolling on the damage effects chart as explained here of the *Bolt Action* rulebook.

**Special Rules:**

- Recce

### *CITROEN KEGRESSE B2 ARMOURED HALF-TRACK CAR*

The Citroen Kegresse b2 is a 1920s Polish-designed and manufactured armoured car based on the French Citroen chassis and the AMC M23 armoured structure. Crewed by a commander, gunner and driver, the main armament consisted of a turret-mounted light machine gun. The Chinese Warlord Wu Peifu purchased these vehicles for his army. The Citroen Kegresse b2 may be taken by Warlords.

**Cost:** 52pts (Inexperienced), 65pts (Regular)
**Weapons:** 1 turret-mounted LMG
**Damage Value:** 7+ (armoured car)
**Special Rules:**

- Recce

### CAPTURED TYPE 92 HOKOKU-GO

The 6 wheeled *Hokoku-Go* armoured car was developed by the Japanese in the 1930s and saw extensive service in northern China as a military policing vehicle. The armament consists of one turret-mounted medium machine and one hull-mounted light machine gun. Crewed by five men and simple to use, the *Hokoku-Go* was prize catch and may be used by Warlords and Communists.

**Cost:** 60pts (Inexperienced), 75pts (Regular)
**Weapons:** 1 turret-mounted MMG and 1 forward-facing hull-mounted LMG
**Damage Value:** 7+ (armoured car)
**Special Rules:**

- Recce

## TRANSPORTS AND TOWS

### MORRIS 15CWT TRUCK

Over 21,000 Morris 15cwt general purpose trucks were produced between 1934 and 1941. A large number saw service with the KMT and Warlords in Burma and China. The Morris 15cwt truck may be taken by Nationalists and Warlords.

**Cost:** 25pts (Inexperienced), 31 pts (Regular), 37pts (Veteran)
**Weapons:** None
**Damage Value:** 6+ (soft-skin)
**Transport:** 8 men
**Tow:** Light or medium howitzer, light or medium Anti-Tank gun, light or heavy anti-aircraft gun.

### *BUESSING-NAG TRUCK*

In the Sino-Japanese War the Chinese primarily used the German Buessing-NAG heavy truck design as its main transport option. After initially purchasing large numbers of these trucks from Germany they were soon copied and produced locally. This truck was strong enough to negotiate rough roads whilst easily transporting artillery, supplies and troops. The Buessing-NAG truck may be taken by Nationalists, Warlords and Communists.

**Cost:** 34pts (Inexperienced), 43pts (Regular), 52pts (Veteran)

**Weapons:** None

**Damage Value:** 6+ (soft-skin)

**Transport:** 14 men

**Tow:** Light or medium howitzer, light or medium Anti-Tank gun, light or heavy anti-aircraft gun.

### *UNIVERSAL CARRIER*

The Chinese Nationalist Army purchased and received a large quantity of Universal Carriers as military aid from the Britain and Canada. Australia donated 400 mortar carriers. The Universal Carrier in Armies of China may be used as tow, transport, or upgraded to lose its transport ability to become a machine gun or mortar carrier. The Universal Carrier may be taken by Nationalists.

**Cost:** 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)

**Weapons:** 1 forward-facing hull mounted LMG

**Damage Value:** 7+ (armoured transport)

**Transport:** 5 men

**Tow:** Light or medium howitzer, light or medium Anti-Tank gun, light anti-aircraft gun.

**Options:**

- Add a pintle-mounted LMG for +10pts
- Replace forward-facing LMG with Boys Anti-Tank rifle for +10pts
- Remove transport and add one Vickers with 360° firing arc Vickers MMG for +15pts
- Remove transport and add one forward facing medium mortar for +40pts

**Special Rules:**

- Open-topped
- Turn on the Spot: A carrier can turn on the spot enabling it to execute full speed reversing finishing the move facing in the direction of travel. May not use if towing.

### *JEEP*

The American Jeep was widely used by the Chinese in Burma as a transport vehicle for personal and equipment. The jeep may be taken by Nationalists.

**Cost:** 17pts (Inexperienced), 21 pts (Regular), 25pts (Veteran)
**Weapons:** None
**Damage Value:** 6+ (soft skinned)
**Tow:** Light Anti-Tank gun

### *M2 HALF-TRACK*

The M2 was supplied to Nationalist Chinese and their Warlord allies under the lend-lease arrangement. The Chinese used the M2 as a troop transport and tow. The vehicles were not equipped with pintle-mounted .30cal MMGs. The M2 Half-track may be taken by Nationalists and Warlords.

**Cost:** 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)

**Weapons:** None

**Damage Value:** 7+ (armoured transport)

**Transport:** 10 men

**Tow:** Light or medium howitzer, light, medium and heavy Anti-Tank gun, light or heavy anti-aircraft gun.

**Special Rules:**

- Open-topped

### *M3 WHITE SCOUT CAR*

The M3 White Scout Car was a vehicle supplied to the Nationalist Chinese and the Warlords under lend-lease. The Chinese used the vehicles for reconnaissance, troop transport and towing. A small number were converted into mortar carriers. The M3 White Scout Car may be taken by Nationalists and Warlords.

**Cost:** 59pts (Inexperienced), 76pts (Regular), 93pts (Veteran)

**Weapons:** 1 pintle-mounted MMG covering forward arc

**Damage Value:** 7+ (armoured transport)

**Transport:** 8 men

**Tow:** Light howitzer, light Anti-Tank gun, or light anti-aircraft gun.

**Options:**

- Remove transport and add one medium mortar for +20pts (the vehicle counts as a tank rather than a transport)
- Remove transport and replace with the Recce rule for free (the vehicle counts as an armoured car rather than a transport)

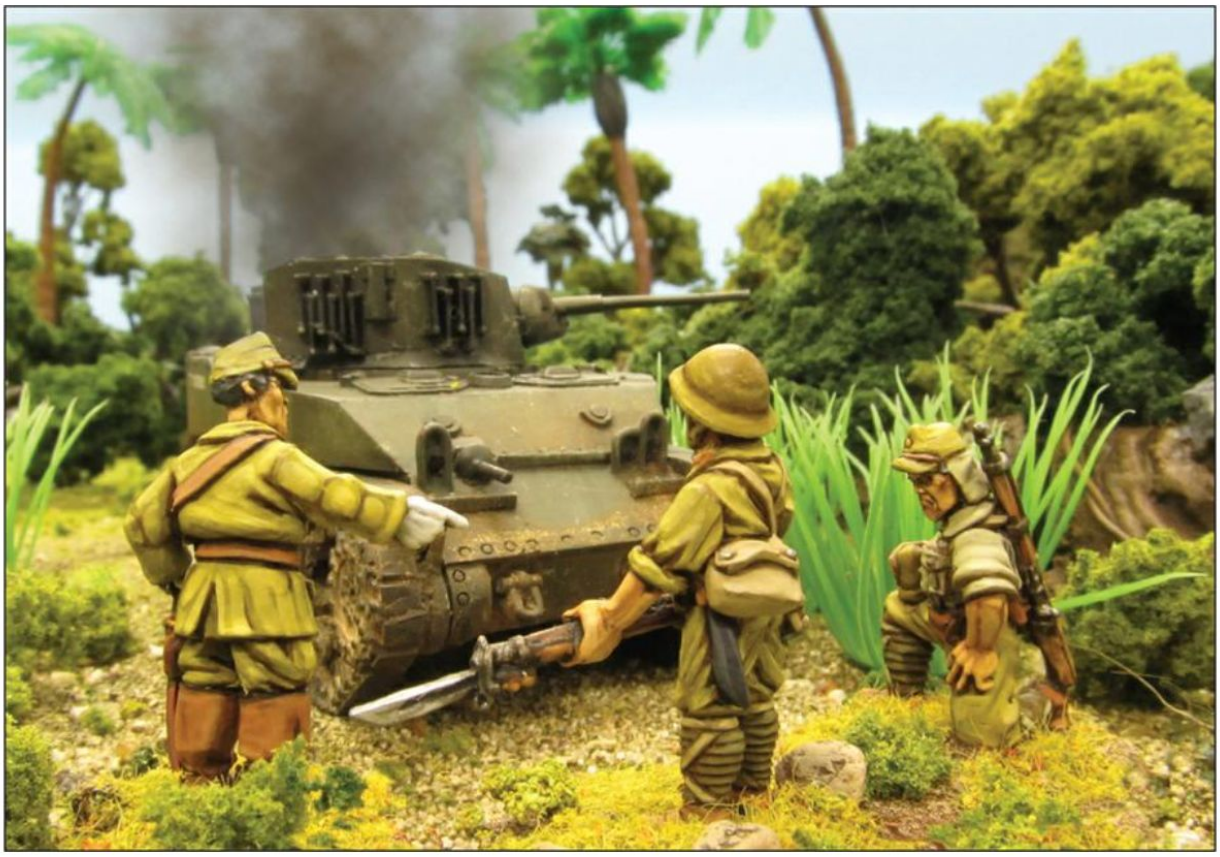
**Special Rules:**

- Open-topped
- Recce (if option taken)

# THE RED SUN RISES

Troops of the 2nd Maizuru SNLF landing at Wake Island, by Peter Dennis © Osprey Publishing. Taken from Campaign 144: Wake Island 1941.

## PRELUDE



*The Japanese take stock after success against the British*

As the war ground onward in China, events in Europe dominated the headlines. Less than a year after the beginning of the World War II, France and the Netherlands – two of the colonial powers in the Pacific – were beneath the heel of Nazi Germany, and Britain stood at bay. In Tokyo, members of the Imperial general headquarters watched and pondered how to turn the sudden and shocking shift in the balance of power to their advantage. In September 1940 French Indo-China was seized from its Vichy masters cutting the last remaining land route into China. At the end of the same month Japan formally joined the Axis of Germany and Italy.

The Western powers – particularly America, Britain, Canada and the

Netherlands – had viewed Japanese militarism with growing alarm ever since the invasion of China. In May 1940 the American Pacific Fleet was concentrated at Pearl Harbor in Hawaii as a deterrent to Japanese aggression. US forces on the Philippines, Guam and Wake were being continually reinforced. British and Commonwealth air, naval and ground forces were garrisoned in strength in Malaya, Burma and Singapore. Fighting in North Africa and the Middle East constantly drew away the newest weapons, trained personnel and the most promising leaders. The Dutch East Indies, rich in oil, tin and rubber, were still ruled by the Dutch government-in-exile. Every possible step was taken to protect these remaining assets with the forces at their disposal.

In July 1941, in an effort to curb the Japanese military machine after the seizure of French Indo-China, the Western powers placed trade embargoes on iron ore, steel and oil sold to Japan. At that time Japan imported 80% of its oil and had stockpiles for only a year and a half. The Japanese government faced the prospect of either imminent economic collapse or a shameful withdrawal from their recent gains in China and South East Asia. The IJA and IJN had an alternative solution. The resources that Japan needed would be taken by the occupations of British and Dutch territories in the Pacific. The military had dominated Japan politically since the 1920s. They relished the prospect of a conflict with the old colonial powers that persisted in viewing Japan as a second-rate power. Muted civilian objections were swept aside and the Emperor signified tacit approval. There was to be war.

Active planning for the invasion of the Dutch East Indies, Hong Kong, Thailand and Malaya had begun in April or May of 1941 in anticipation of increasing economic pressure. Multiple, rapid offensives would be necessary to seize the desired territory before reinforcements could arrive. In the belief that the US would undoubtedly intervene if there was an attack on the Dutch East Indies, plans were also drawn up to capture the Philippines, Guam and Wake. The US Pacific Fleet would be prevented from interfering by a surprise raid on their base at Pearl Harbor while it was still 5,000 miles from where the campaign was to be fought.

By the time the dust settled the Imperial general headquarters planned to have control of an arc of territories and island chains surrounding the Japanese home islands extending from the Kurile islands in the north down to Wake, Guam, the East Indies, Borneo, Malaya and up to Burma. These would be fortified and defended until a negotiated peace was made. The Japanese leadership knew full well that they could not stand up to the combined forces of America, China, Britain and the Commonwealth in the long term. They counted on the threat from Germany to force the allies to compromise before that point. The war plans were completed in November. Japanese forces began moving into position. World War II was to become truly global.

# THE CAMPAIGNS

## OPENING MOVES

On 7 December 1941, over a hundred Japanese carrier aircraft swept down on unsuspecting US ships at Pearl Harbor. Within minutes eight battleships, the heart of the Pacific fleet, were out of action. Eight hours later Hong Kong was attacked by 52,000 Japanese troops of the 38th Division. IJA forces also crossed the border into Thailand from French Indo-China. The Thai government quickly capitulated, allowing the Japanese forces to cross its territory and attack their true target – Malaya. In Malaya itself, landings were already taking place to capture the airfields at Kota Bharu. In the Philippines on the first day of the war, half of the US air force was destroyed on the ground by Japanese fighters and bombers operating from Formosa. Guam and Wake also received aerial visitations with similarly catastrophic results.

In the weeks that followed, the allies reeled in shock from the ferocity of the Japanese assault. It had been long anticipated and to some extent planned for, but the reality of it was beyond anything imagined. Japanese aircraft soon ruled the skies across the entire theatre, pounding base facilities, airfields and docks with seeming impunity. On 10 December HMS *Prince of Wales* and HMS *Repulse*, two modern, powerful warships that Winston Churchill had sent to Singapore to deter a seaborne invasion, were sunk off Malaya by Japanese land-based aircraft.

On the ground, Allied forces proved no match for the veterans of the IJA hardened by a decade of war in China. Striking rapidly with close tank and air support the Japanese outfought and outmanoeuvred their opponents with astonishing speed. Frequently the Japanese were actually outnumbered by the defenders, but one position after another was abandoned as the IJA expertly outflanked and enveloped it through supposedly impassable terrain. At Hong Kong and on Wake Island the defenders fought bravely and even scored some telling blows, but their sacrifices ultimately proved futile.

## THE PHILIPPINES

In the Philippines, two Japanese divisions – the 16th and the 48th under General Homma Masaharu –landed on the island of Luzon on 22 December. US General Douglas MacArthur had spread his forces thinly around the coastal areas in an effort to defend every approach. The over-stretched defenders could offer little more than token resistance to the landings by elite SNLF and IJA units. Inexperienced US and Philippine troops were soon pushed back behind the Agno River, the first defensible obstacle on the road south to Manila. The next day MacArthur issued orders to fall back to the Bataan peninsula and moved his headquarters to the fortified island of Corregidor in the mouth of Manila bay. Manila itself was declared an open city in the hopes it would be spared from the kind of atrocities committed in China.

On 24 December a second Japanese force, 7,000 strong, landed on the east of Luzon and began pushing towards Manila, threatening to cut the defenders in two. US and Filipino troops had to retreat 150 miles through jungles and mountains to avoid encirclement with the Japanese snapping at their heels every step of the way. One of the best US units available was the Philippine Scouts. The 26th Cavalry regiment of the Philippine Scouts performed outstanding service as a rear guard during these actions. On 16 January 1942 they performed the last cavalry charge in US military history during an encounter battle with Japanese troops on entering the village of Morong, successfully driving out the larger IJA force and holding onto the village for several hours.

*Supported by a ShinHoTo Chi-Ha tank, an IJA patrol enters a local village*

Heroics aside, the position of US forces in the Philippines was dire. Insufficient rations had been moved to Corregidor and Bataan before the retreat, so the men, already exhausted and short of equipment, were soon starving as well. The US air force and navy had been driven away or destroyed by Japanese air power and no further help was on the way. Prewar plans to send the Pacific Fleet to the rescue if the Philippines were attacked lay in tatters. Morale on Bataan was rock bottom. The men felt abandoned by their government and christened themselves “the battling bastards of Bataan” with “no papa, no mama, and no Uncle Sam”. However the American and Filipino troops still continued to resist fiercely as they were pushed slowly back towards Corregidor.

On 8 February one of Homma's two divisions, the 48th, was withdrawn to join the invasion force for the Dutch East Indies. Homma was forced to halt his offensives and request reinforcements. His request was granted two days later and troops of the 4th Division began to filter in from Shanghai soon afterwards.

During the lull in fighting General MacArthur was ordered to Australia as he was considered too important a figure to share the fate of his ultimately doomed command. In March it would be announced that MacArthur would receive the Medal of Honor for reasons few left behind on Bataan could quite understand. However, back home the legend of the Lion of Luzon had fired the public imagination at a terrible and frightening time. Amid the daily news of disasters the on-going resistance in the Philippines appeared to be a truly titanic feat of arms.

On 9 April the last troops on the Bataan peninsula surrendered and Corregidor stood alone, pounded by daily air and artillery barrages. It was left to MacArthur's subordinate, General Wainwright, to finally surrender the island on 6 May, with all organised fighting on the Philippines ceasing by 12 May. A miserable fate awaited the malnourished and exhausted survivors once they were in Japanese captivity; over 10,000 of them died

during the 60 mile death march to reach the POW camps, and many more would succumb to disease, starvation and the brutality of their prison guards in the years to come. The Filipino people, however, clung to MacArthur's words when he arrived in Australia:

> *"The President of the United States ordered me to break through the Japanese lines and proceed from Corregidor to Australia for the purpose, as I understand it, of organizing the American offensive against Japan, a primary object of which is the relief of the Philippines. I came through and I shall return."*

"I shall return" became the spiritual heart of a powerful resistance movement in the Philippines. Filipino guerrillas, actively supported by US supplies and operatives, remained a thorn in Japan's side for the next two and a half years. In October 1944, MacArthur would indeed return at the head of an invasion force larger than the one that landed at Normandy.

## ATTACK ON THE DUTCH EAST INDIES

The group of large islands known as the Dutch East Indies – modern day Indonesia – was to be one of the richest prizes in Japan's projected Pan-Asian co-prosperity sphere. The Dutch East Indies was the fourth largest exporter of oil in the world at that time (behind the US, Iran and Romania) as well as having rich resources in rubber and tin that vital to the war effort. In keeping with its importance the Imperial general headquarters assigned a powerful invasion force to its capture: the IJA Southern Expeditionary Army Group under General Hisaichi Terauchi with 50,000 troops escorted by four fleet carriers, four battleships, 13 heavy cruisers and a host of smaller ships.

On 15 December, 2,500 Japanese troops landed on Sarawak in northern Borneo and over the next two days they defeated the small Dutch and

British garrison at the oil production centre of Miri. More landings would follow. By 1 April all of Borneo, the third largest island in the world, was under Japanese control.

While the fighting continued on Borneo the Japanese pushed outwards in a series of small offensives covered by land-based or carrier aircraft. The IJA and IJN successfully grabbed more and more airfields and facilities with a succession of small seaborne assaults over the following weeks. The predominantly *Koninklijk Nederlands Indisch Leger* (Royal Netherlands East Indies Army) garrison they faced on the islands outnumbered them by 50%, included tanks and a strong air contingent. However, control of the sea and sky along with difficulties in coordinated command for the allies meant that the Japanese could count on local superiority.

In February, Japanese paratroops and seaborne forces invaded the island of Sumatra. At the end of February the coalition of American, British, Commonwealth and Dutch warships attempting to protect the Dutch East Indies were sunk in a series of disastrous engagements as they tried to stop landings on the island of Java. On 1 March IJA landing forces came ashore in regimental strength at Merak, Bantam Bay and Eretan Wetan in West Java and Kragan in East Java.

Japanese detachments pushed inland against fierce opposition from the polyglot defenders. Blackforce, a scratch formation of Australians under Brigadier Arthur Blackburn VC supported by American artillery and Dutch tanks, held on for two days at the town of Leuwiliang before Japanese envelopments forced it to withdraw. 350 British troops, mostly anti-aircraft gunners, put up a stiff fight for control of the vital Kalidjati airfield. When the airfield fell, the Dutch made a counterattack with twenty tanks and 250 men to recapture it, which made good initial headway before being driven back.

Just as in the Philippines, plucky Allied resistance could only delay the inevitable in the face of Japanese superiority in planes, tanks, ships and guns. By 7 March defeat was certain and the overall commander of the Dutch East Indies defence force in Java, Lieutenant-General Hein Ter Poorten, gave orders for surrender. Forces isolated on northern Sumatra likewise surrendered at the end of the month, once it was obvious the Dutch East Indies were well and truly lost. Australian commandoes continued to fight a hit and run war on the island of Timor with the help of the ostensibly neutral Portuguese residents. They would keep a Japanese division tied up there for the rest of the year. However the Allies would never return to the islands in strength. The precious resources of the Dutch East Indies had fallen to the Japanese Empire within just three months.

## MALAYA

Although the Dutch East Indies was rich in rubber and tin, Malaya was the mother lode. In 1939 Malaya provided 40% of the world's rubber supplies and 60% of its tin. The Japanese 25th Army led by General Tomoyuki Yamashita was assigned to capture it – three divisions with a paper strength of some 70,000 men. However two of the divisions, the 5th and the 18th, had left units behind in China that would only became available later while the third division, the Imperial Guard, lacked combat experience.

This did not concern Yamashita unduly as the British were estimated to have only around 50,000 troops in Malaya. The Japanese army was well supported with tanks, artillery and aircraft. On this occasion Japanese intelligence estimates were wrong and there were actually close to 90,000 men of III Corps of the British Indian Army guarding Malaya. Later Yamashita said that the underestimate worked in his favour, as he was bolder and more aggressive in his attacks believing he had superior numbers on his side.

Of all the blunders and mismanagement on the Allies' part at the beginning of the Pacific War the failures in Malaya and Singapore were some of the most appalling. Units were deployed too far forward and too widely dispersed to support one another. Gaping holes left in between them due to supposedly impassable jungle terrain. The British Indian troops were inexperienced and lacking in communications, transport, anti-tank and anti-aircraft weapons and had no tanks at all of their own. Individual units often fought bravely, but without support and coordination they were doomed. Yamashita's 25th Army advanced with incredible speed combining amphibious landings with aggressive pushes by light tanks and bicycle-mounted infantry through the jungle. British Indian units were swiftly isolated and enveloped, cut off from their supplies and forced to fall back to a succession of hastily improvised defence lines, only to be outflanked and enveloped again.

*The Japanese assault goes in under the cover of an 81mm mortar*

Only at the battle of Muar did the allies look like they might have a chance of stopping the Japanese advance. From 14–22 January Westforce, a combination of 4,000 Australian, British and Indian troops under the command of Australian Major-General Gordon Bennett, held at the Muar river line against Imperial Guard troops and tanks. Westforce succeeded in inflicting considerable casualties on the advancing Japanese in several ambushes, costing them a company of tanks and a battalion of infantry. However Westforce were ultimately unable to hold the Muar. They were cut off and forced to fight their way back towards Singapore through Japanese roadblocks. Barely 1,000 men made it back, without vehicles or artillery.

## THE FALL OF SINGAPORE

The Crown colony of Singapore was a major British military base including dock facilities for large warships, modern airfields and shore defences that included 15” and 19” guns. It was called “Gibraltar of the East” because of its strategic location on the sea routes into the Indian Ocean. It was lauded as an invulnerable fortress although inter-war plans for defence of the island had been patchy and often contradictory. The Japanese Imperial general headquarters was well aware of Singapore’s value as a stepping stone towards India and Burma. Air raids hit Singapore on the first day of the war and continued with increasing intensity as the 25th Army’s relentless advance captured further airfields down the Malayan peninsula.

Reinforcements were hurriedly diverted to bolster Singapore against the imminent threat of attack. These included Australian and British divisions that had been destined for North Africa and squadrons of Hurricane fighters. It was too little too late: the speed of Yamashita’s advance prevented any adequate defence of Malaya. Newly arrived troops were thrown into the front lines with little preparation. The British 18th Division, for example, was en route for North Africa, but was diverted to Singapore and landed after being at sea for 11 weeks without any training or exercise. Its untested troops were in combat three days later against Japanese tanks, artillery and strafing planes. On 31 January the last Allied forces in Malaya retreated across the causeway connecting Singapore to the mainland and blew it up behind them. Singapore was under siege.

*Imperial Japanese in summer dress*

Plans to fortify the coast of Singapore against attack from the mainland had been overlooked for decades. Landward facing defences were neglected further because the overall commander, (acting) Lieutenant-General Arthur Percival, felt their construction would be bad for morale. Percival compounded his error by assigning his strongest units to the north east coast of the island to defend the naval base and airfields in the mistaken belief that Yamashita's men would land there first. In the event, on the night of 8 February, after five days of continuous artillery bombardments, the Australian 22nd Brigade on the west coast of Singapore was attacked at Sarimbun Beach by some 4,000 men of the IJA 5th and 18th Divisions.

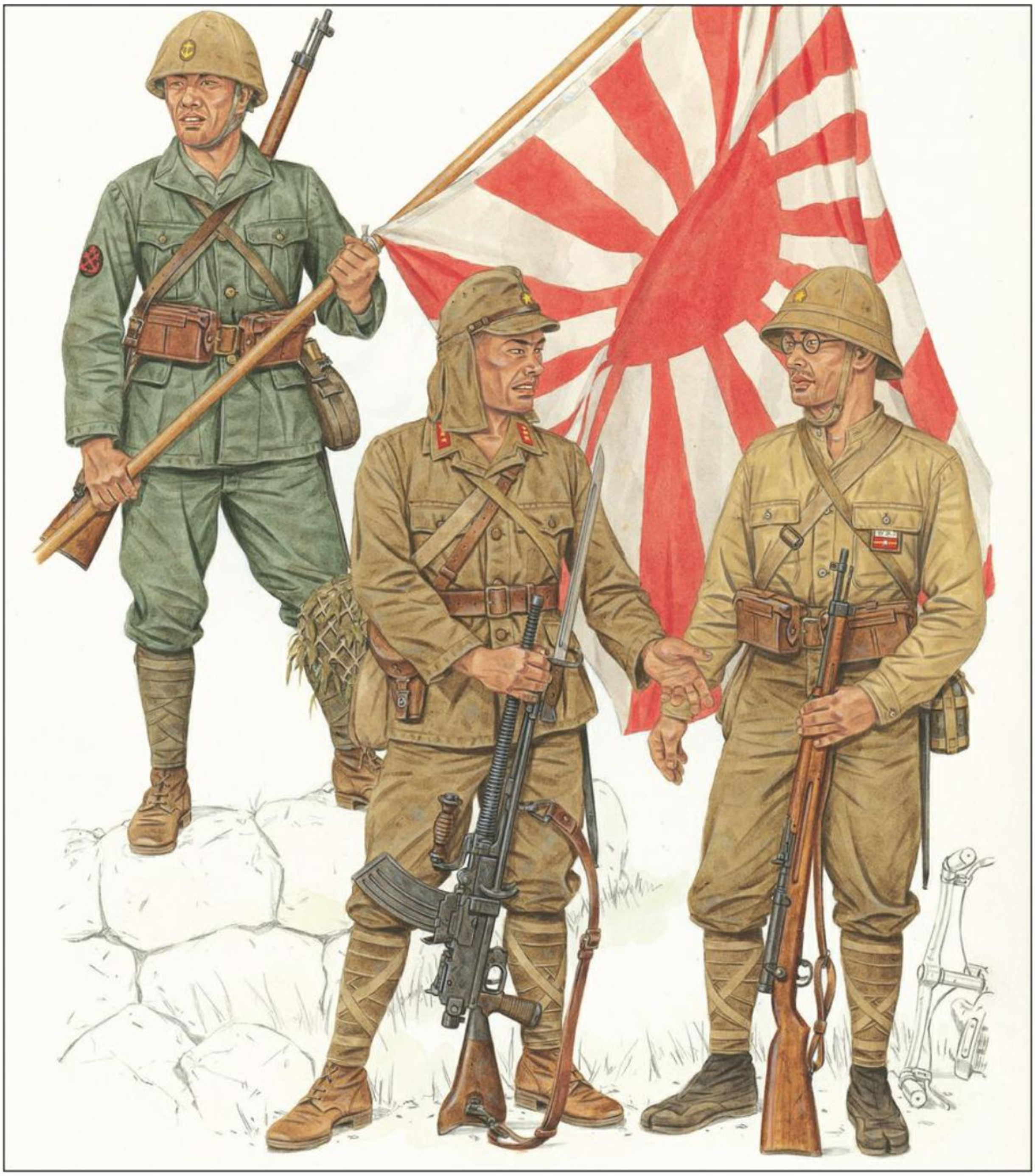
The Japanese troops crossed the Johore Straits at their narrowest point by means of captured barges, junks and other craft. The first wave suffered casualties to machine gun and mortar fire, but the Australian strongpoints were too widely spaced amid the mangrove swamps and thick jungle along the coast. They could not prevent the Japanese troops infiltrating between and surrounding their positions in the darkness. Floodlights set up to illuminate the straits in the event of attack were not used. The British officer in charge of them couldn't be contacted because telephone wires had been cut by Japanese artillery fire. Percival delayed sending reinforcements or even firing artillery in support of the Australians in the mistaken belief that the attack was a feint and the real blow was still to fall in the northeast.

Fierce fighting raged all day. By midnight the following night 22nd Brigade had lost all contact with its surrounding units and was compelled to pull back with heavy losses. More landings to the south west drove back the 44th Indian Infantry Brigade. The Japanese began ferrying tanks across the straits to support their push inland. The anticipated landing in the northeast finally came from the Imperial Guards on the night of 9 February and suffered considerable casualties from bullets, shells and burning oil slicks for the gain of a tenuous bridgehead east of the causeway.

With control of the west coast lost, successes elsewhere mattered little. Japanese tanks broke through the patchy Allied defence lines and pushed south, bypassing the 22nd Brigade and threatening Singapore city itself. Percival's limited reserves were unable to prevent the Japanese seizing the Bukit Timah area where the majority of the defender's fuel and ammunition were being stored. Worse still, this put the island's water supplies under Japanese control. The defenders now had to contend with battling thirst as well as the Japanese. By this time a million civilians were crowded into Singapore; the city was subjected to daily air attack and discipline was breaking down. Percival was receiving nothing from his superiors other than exhortations to fight to the last man.

On 15 February Percival asked Yamashita for terms of unconditional surrender. He had begun the siege with over 100,000 men on Singapore island, including 70,000 frontline troops, but started the battle with critical shortages of weapons and ammunition. Even the much-vaunted big guns of the coastal defences could do little to help. This was not, as is commonly recounted, because they could not be trained on targets inland – they could – but because they lacked sufficient supplies of high explosive shells to fire. Yamashita's force had numbered just 36,000 men, but their coordination and speed – with an accompanying superiority in tanks, artillery and air power – had left the defenders flatfooted at every turn.

Winston Churchill considered the Fall of Singapore to be the most humiliating defeat in British military history and said that news of its loss after just one week of siege was one of the most profound shocks he received during the war. The Japanese now held a major naval base at the gates to the Indian Ocean placing Burma and India in mortal peril.



*Japanese forces, Philippines and Malaya: (L–R) Seaman 1st Class, Marine Division; Superior Private, 47th Infantry Regiment, 48th Infantry Division; Corporal, 11th Infantry Regiment, 5th Infantry Division; by Stephen Andrew © Osprey Publishing. Taken from Men-at-Arms 362: The Japanese Army 1931–45 (1).*

## AFTERMATH

By May 1942, when the last resistance in the Philippines was crushed, the Japanese empire held a vast swathe of territories in the western Pacific. They had captured vital sources of raw material as well as many allied prisoners who would be put to work as forced labour. The lightning string of successes and Japanese propaganda persuaded many to turn on their colonial masters. Tens of thousands of Indian prisoners joined the pro-independence Indian National Army. It soon became apparent, however, that the Japanese empire fully intended to be the new colonial master in the Pacific and had the same taste for repression, atrocities and massacres that it had shown in China.

Everything Imperial general headquarters had reached for, they had taken. As a result the IJA and IJN now felt stretched too thin to hold all of its possessions against a determined counterattack. Thoughts began to turn to ways of preventing an Allied build-up of forces that could threaten Japan's recent acquisitions. Buoyed with their unexpected success, generals and admirals pondered their next moves to secure their prize, with their natural rivalry shaping two very different plans for the future. Meanwhile the Allies were left reeling by the Japanese onslaught. Decades of neglect and condescension in the Pacific theatre had come home to roost in a few blazing months of defeat, humiliation and capitulation.

The shockwaves of the campaign reverberated around the world. Australia demanded the return of its troops fighting in North Africa to protect itself from the imminent threat of invasion. Darwin came under air attack in February, and Sydney was raided by IJN submarines in May. America was left scrambling to weld its surviving air and naval forces into a viable weapon to fight two wars thousands of miles apart, against Germany and Japan. Britain, already stretched to its limits, faced another foe just as deadly as the Germans striking at the roots of the old empire whose resources had allowed it to keep fighting in the war so far.

# FIGHTING THE CAMPAIGN USING BOLT ACTION

## SCENARIOS

### *GENERAL SCENARIOS*

This period of World War II offers a vast wealth of opportunities for tabletop skirmish wargaming. During the rapid Japanese opening campaigns both sides deployed relatively small forces that were often operating in dense terrain, this created lots of small battles between combined arms detachments, which make ideal skirmish fodder.

The following scenarios from the *Bolt Action* rulebook are eminently suitable for the early stages of the Pacific War. In most cases the Japanese will be acting as the attackers but feel free to vary this as local counter-attacks did occur and several different scenarios can be used to represent an attempt to clear a Japanese roadblock or infiltrating force for example. Given the IJA's doctrine of using night attacks, any of these scenarios can also be varied by applying the Night Fighting special rules (see here).

- Scenario 1: Envelopment
- Scenario 2: Maximum Attrition
- Scenario 3: Point Defence
- Scenario 4: Hold Until Relieved

### *TERRAIN*

One of the undoubted attractions of setting games in this theatre is the terrain. Lush jungles, sandy beaches and gleaming seas look great on the tabletop, although just as in real life it can be all too easy to lose track of well-camouflaged (model) soldiers in dense terrain!

Coastal areas were a big feature of the early Japanese campaigns as many of the initial attacks involved amphibious landings. Coasts could vary between open sandy beaches like those of Wake Island, which are typical of many small Pacific islands and atolls, to the dense growth of mangroves swamps and thick jungle more typical of the Philippines, Malaya, Singapore and parts of the Dutch Indies. An interesting feature of these coastlines is that they include numerous creeks leading further inland, which might help or hinder amphibious attackers depending on their orientation.

Terrain inland is liable to be dominated by vegetation of one kind or another. Dense jungles predominated, with even open spaces covered in grass tall enough for a man to hide in. Narrow, steep-banked streams and rivers are common in this kind of terrain, forming virtually impassable barriers with few natural fording points. Such places provide the ideal spot for a potential ambush. Of particular note are the rubber plantations found particularly in Malaya and Borneo. In these, the rubber trees (*hevea brasiliensis*) were usually planted in straight lines similar to a European orchard, with little undergrowth permitted in between them.

Rural buildings in this period are most likely to be made of local materials like bamboo or wood. Urban environments featured plentiful colonial-era buildings of brick. Industrial locations might see more use of concrete. Corrugated iron was a cheap, easy to ship and durable building material that arrived during the nineteenth century and saw plentiful use throughout the tropics.

*M1 Garand rifle*

## SCENARIO 3: BATTLE OF THE POINTS

On the night of 22 January, Japanese forces in the Philippines attempted to outflank the US and Philippine defence line on the Bataan peninsula. The attackers made an amphibious assault on the Points (narrow fingers of land that jut from the southwest tip of Bataan). The initial attack got off to a poor start when a US PT boat sank two barges full of men and scattered the rest into two groups, neither of which landed at the objective beach. Still, the defenders had their hands full when the Japanese stormed ashore. The area was held by a few hundred US sailors (who the Japanese described as a "new kind of suicide troops" by "sitting down, talking loudly and lighting cigarettes" at night), plus a smattering of marines, Army Air Corpsmen and members of the Philippine constabulary. The mixed defenders managed to hold on against this and a number of successive attacks in the following nights, costing the Japanese almost 2,000 casualties.

### FORCES

This scenario is played between a Japanese attacking force and a defending US force.

The Japanese force is chosen using the The Fall of Corregidor 1942 Theatre Selector and must be entirely mounted in landing craft or amphibious transport vehicles. See the New Scenario Rules here for examples of landing craft.

The US force is chosen using the Battling Bastards of Bataan Theatre Selector here. It may not include any Veteran units, and may not include more Regular units than it has Inexperienced ones. For example, if the US player has four Inexperienced units he may not have more than four Regular units.

By substituting a British Commonwealth force for the US, this scenario can also be used for an action set in Malaya or Singapore.

## SET-UP

This scenario is designed to be played on a standard six by four foot wargames table, with players fighting across the width of it. From the attacker's point of view, the first 6" of the table from the defender's long edge consists of deep water, the next 12" is shallow water, then 6" of beach (rough ground) and the last 24" can be a mixture of open ground and terrain such as trees, small hills, bushes and tall grass, rocky outcrops and the odd building or two.

### *DEPLOYMENT*

The US player nominates 50% of his forces, rounding down, to be on the table. The remaining forces are placed in Reserve (see Reserves, here of the *Bolt Action* rulebook). No units are allowed to outflank. The US player may set up his on-table forces anywhere on the half of the table beyond the water and beach. Up to three defending units can use the Dug In rules (see here).

The Japanese units are not deployed on the table at the start of the game. The Japanese player must nominate half of his force (rounding up) to form his first wave. Any units not included in the first wave are left in reserve. Units in reserve cannot outflank in this scenario, and similarly units with special deployment rules, like snipers, observers and spotters, cannot use their special deployment.

## SPECIAL RULES

### *FIRST TURN*

During Turn 1 the Japanese player must bring all his first wave units onto the table. These units can enter the battlefield from any point along the long deep water table edge. Note that no order test is required to move units onto the battlefield as part of the first wave.

### *NIGHT FIGHTING*

This scenario uses the Night Fighting rules, which can be found here. The scenario counts as a Flare! game, so normal visibility will be restored on some turns.

### *AMPHIBIOUS ASSAULT*

This scenario uses the Amphibious Assaults rules presented in New Scenario Rules: see here.

### *RESERVES*

Japanese reserves can enter the battle along the Japanese player's table edge. They may not outflank in this scenario.

## OBJECTIVE

The Japanese player must try to move as many of his units as he can into the defender's set-up zone and destroy the defending forces to establish a beachhead. The US player must try to stop him.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 9, roll one D6. On a result of 1, 2 or 3, the game ends, on a roll of 4, 5 or 6 play one further turn.

## VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and the result is a draw!

- The Japanese player scores one victory point for every enemy unit destroyed. He also scores one victory point for each of his own units that ends the game in the enemy deployment area.
- The US player scores one victory point for every enemy unit destroyed.

*Sniper! US Marines come under fire.*

## SCENARIO 4: AIRFIELD DEFENCE

One of the reasons the Japanese were able to advance so quickly in Malaya and the Dutch East Indies was the early seizure of airfields. This not only denied them for use by the rapidly shrinking allied air forces, but extended the reach and power of the Japanese air support. Paratroops, fast moving tank columns, bicycle troops and infiltrators disguised in local clothing were all used to seize air fields that were thought to be safe behind the front lines.

### FORCES

This scenario depicts a large Japanese attacking force attempting to clear the dug-in defenders of an airfield.

Forces are chosen from appropriate 1942 Theatre Selectors – the defending player picks a force to an agreed points, the Japanese player picks a force total of *twice* that amount (e.g. 1,000pts if the defending player has 500pts).

### SET-UP

This scenario is played across the width of a six by four foot gaming surface. The primary feature is a cleared runway stretching from one short table edge to the opposite short table edge. The runway must be at least 12" wide, and roughly bisect the table into two equal halves although it can be angled a little if desired. The runway itself and anywhere up to a distance of 6" to either side of it counts as open ground. A few craters or wrecked planes can be used to break up the open ground a bit, but for the most part it should be clear.

The rest of the table should be covered by a medium density of other types of terrain representing the surrounding area. Jungle, long grass and buildings are all appropriate. The area has been chosen specifically for its flatness so any hills used should be low ones placed well back from the runway.

### *DEPLOYMENT*

The defending player must deploy first. Half of their force (rounding up) is deployed within 12" of the runway and more than 6" from the edge of the table. These units may be Dug In at the option of the defender (See New Scenario Rules here), but may not use Hidden Set-Up. Units that are not set-up to start with are left in Reserve (see here of the *Bolt Action* rulebook).

The Japanese player's units are not set-up on the table at the start of the game. The Japanese player must nominate up to half of their force (rounding up) to form the first wave. All other Japanese units are left in reserve.

## SPECIAL RULES

### *FIRST TURN*

During Turn 1, the Japanese player selects one long table edge to use to move their entire first wave onto the table. These units can enter the table from any point on the chosen edge. Note that no order test is required to move units onto the table as part of the first wave.

### *EXHAUSTION*

The Japanese in this scenario have had to push hard to get into position to attack the airfield so they are subject to the rules for Exhaustion (See New Scenario Rules here).

### *RESERVES*

Both sides have reserves in this battle. Japanese reserves enter play from the long table edge chosen for the first wave and may not outflank. Defending reserves enter from the opposite long table edge and may be used to outflank.

### OBJECTIVE

The Japanese player must capture the runway and hold it. The defender player must try to stop him and must retake the runway at all costs if it is lost.

### GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

### VICTORY!

At the end of the game the winner is the player in control of the runway. To capture the runway there must one of your units on it at the end of the final turn and there must be no enemy units on it. Any other result is a draw.

*Type 95 Ha-Go light tank*

## THEATRE SELECTORS

### THE BATTLING BASTARDS OF BATAAN, DECEMBER 1941–MAY 1942

The proximity of the Philippines to Japan prompted a build-up of the garrison there as Japan became increasingly aggressive. Some of the most modern weapons and vehicles available to the US Army were directed to the islands, including M3A1 light tanks. The largely untried US forces were destined to lose much of their equipment in the early battles on the coasts and during the long retreats that followed. The troops that made it back to Bataan were short of everything, in some cases even clothes and shoes, but they held their ground and fought on fiercely for months.

#### *US–PHILIPPINE REINFORCED PLATOON*

1 Lieutenant, First or Second
2 Inexperienced Infantry squads

plus:

**Headquarters**
0–1 Captain or Major
0–1 Medic team
0–1 Forward Artillery Observer

**Infantry**
0–4 Infantry squads: Inexperienced Infantry, US Marines (early war) squads, a maximum of 1 Regular Infantry (early war), Philippine Scouts.
0–1 Machine gun team
0–1 Mortar team: light, medium

0–1 Flamethrower team
0–1 Sniper team

**Artillery**
0–1 gun from:
Anti-Tank Gun: 37mm M3;

Artillery Gun: light artillery, medium artillery, heavy artillery; Anti-aircraft Gun: 37mm M1A2.

**Armoured Cars**
0–1 M3 White Scout Car

**Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles**
0–1 M3A1 Stuart light tank

**Transports and Tows**
0–1 Transport vehicle per unit from: 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep.

*Thompson sub-machine gun*

## ADDITIONAL UNITS

### PHILIPPINE UNITS

#### *PHILIPPINE SCOUTS*

The Philippine Scouts were first established in 1901 to assist against the Philippine revolution and later helped to subdue the Moro tribes on the island of Mindanao. The Scouts were well disciplined and fought hard, generally under American officers. Starting in 1910 the US Army sent one promising candidate per year to West Point. In July 1941 there were 15 Filipino officers in the division. During the fighting on Luzon, Bataan and Corregidor, the Philippine Scouts were hailed by all as the backbone of the defence, often literally riding to the rescue of US National Guard and Philippine Army units.

**Cost:** 60pts (Regular)
**Composition:** 1 NCO and 5 men
**Weapons:** Rifles
**Options:**

- Add up to 6 additional men with rifles for +10pts each
- The NCO can have a submachine gun instead of a rifle at a cost of +3pts
- Up to 1 man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts
- The squad may upgrade to cavalry at +2pts per model

**Special Rules:**

- Cavalry (if the cavalry option is chosen)

## LEGENDS OF THE PHILIPPINES

### *PFC NARCISCO ORTILANO*

The Philippine Scouts won many citations for their bravery during the Japanese invasion, including three Medals of Honour. It's perhaps telling that Private First Class Narcisco Ortilano of the 2nd Battalion, 57th Infantry Regiment didn't win the Medal of Honor for his actions on the night of 12 January 1942, instead receiving the Distinguished Service Cross. Ortilano was manning a Browning machine gun when a squad of Japanese burst out of a nearby sugarcane field in a *banzai* attack. Ortilano's loader was immediately killed by gunfire, but Ortilano mowed down half of the charging Japanese soldiers before his machine gun jammed. He then pulled out his Colt .45 and shot down five more with the seven bullets in its clip. Two surviving Japanese soldiers jumped into Ortilano's trench. One stabbed at him with a bayonet and he desperately tried to grab the gun, but got his thumb cut off and was stabbed in the back by his other assailant. With a sudden burst of adrenaline Ortilano wrestled the rifle from the enemy soldier and stabbed him in the chest, then turned his captured rifle on the other soldier and shot him dead. Ortilano survived the Bataan death march and his subsequent incarceration to collect his award in 1946.

**Cost:** 50pts (Regular)

**Team:** Ortilano replaces a 50pt regular MMG model. The additional members of the MMG team are not used.

**Weapon:** 1 MMG

**Special Rules:**

- Fixed
- Tough Fighter
- Adrenaline: Ortilano always counts as having a Medic within range

and ignores the usual penalties for operating a Team Weapon single-handedly.

# BURMA AND INDIA

British forces clear a Japanese strongpoint, by Peter Dennis © Osprey Publishing. Taken from Campaign 229: Kohima 1944.

## PRELUDE

*When you go home, tell them of us and say.*
*For their tomorrow, we gave our today.*
– Kohima Epitaph

*The upgunned ShinHoTo Chi-Ha – one of the few Japanese tanks capable of taking on heavier Allied tanks.*

Burma was annexed by Britain at the culmination of three Anglo-Burmese wars during the nineteenth century. It was administered as a province of India until 1935 when it was formed into a separate colony of the British Empire. The Bamar people who formed the majority population of Burma were particularly restless under British rule. The influx of workers from India, the exploitation of local resources by foreign business interests and the erosion of traditional values all fuelled a growing independence movement among the Bamar. In late 1940 the Japanese recruited and trained the independence leader Aung San and his "thirty comrades" to harness this disaffection and turn it into a potential weapon.

At the outset of World War II, Japan's plans for Burma extended only as far as capturing the city of Rangoon, the country's capital and primary seaport. This would cut the Burma Road, the Allies' last remaining overland supply route to China, and give the IJA a defensible bastion to protect its gains in Malaya and the Dutch East Indies. The country also had oil, rice and cobalt supplies, which would be useful to the on-going war effort, and a population amenable to the expulsion of their colonial masters. The Japanese Fifteenth Army with just two divisions, the 33rd and the 55th, was allocated to the operation under the overall command of Lieutenant General Shojiro Iida.

The friendship agreement signed with Thailand on 21 December 1941 gave the IJA full military access to the lengthy Thai/Burmese border. The Fifteenth Army was sent to occupy northern Thailand and make preparations to attack across the hills into the southern Burmese province of Tenasserim. On 28 December the Burma Independence Army was officially founded in Bangkok with 227 Burmese and 74 Japanese personnel. It was anticipated that this kernel of leaders would be expanded rapidly with recruits once the invasion started.

## THE CAMPAIGNS

### THE ADVANCE ON RANGOON

British forces were stretched extremely thin. Burma had been regarded as a military backwater of not even tertiary importance in comparison to Europe and the Middle East. Such reinforcements as were available had been dedicated to the defence of Malaya and Singapore. The Burma Army had two divisions – the 17th Indian Division and the 1st Burma Division. The latter was primarily a local policing force predominated by minorities such as the Karens and later expanded by mass recruitment of Bamar. Both Commonwealth divisions were under-trained and under-equipped in contrast to the two veteran Japanese divisions that would be facing them.

Iida's attacks began in mid-January with the uncontested capture of Victoria Point at the southern tip of Burma. This was followed by a probing attack against a police station in southern Tenasserim that was repelled. On 18 January Japanese troops from the 55th Division pushed over the steep, jungle-covered Tenasserim hills to attack the airfields at Tavoy and Mergui. Two battalions of the Burma Rifles garrisoning Tavoy were overwhelmed and forced to retreat in disorder. Mergui was evacuated before the Japanese arrived. With the capture of these two airfields, raids against Rangoon intensified as Japanese air superiority over Burma started to grow.

The main Japanese invasion came overland on 22 January. The rest of the 55th Division broke through Kawkareik Pass and drove back a brigade of the 17th Indian Division. This move threatened the town of Moulmein at the mouth of the Salween River. The Moulmein garrison found itself pinned against the 1.5 mile wide Salween River and forced to evacuate via ferry. Most of their supplies and equipment were abandoned. A rear-guard left in Moulmein had to swim to safety.

The 17th Indian Division retreated to the north. Attempts to hold at the Bilin River and other fallback lines proved futile as the Japanese expertly outflanked and enveloped every position held by the outnumbered Indians. By the time the division reached the Sittang River, the most promising defensive line, it was in a state of complete disarray. Japanese infiltrators and air attacks harried the retreating troops at every turn. Fears that the Japanese would seize the Sittang Bridge intact led to it being demolished on 23 February. Most of the 17th Indian Division was still on the other side. Yet more weapons and supplies were lost when survivors were forced to cross the river on rafts and by swimming.

*Gurkha MMG team*

## PEGU AND TAUKKYAN

The Japanese were delayed at the Sittang for several days, but it was only a temporary respite. Commonwealth reinforcements including Stuart light tanks of the 7th Armoured Brigade arrived at Rangoon and made a counterattack toward the city of Pegu, 40 miles to the north east. From 3–7 March, the mismatched force of Gurkha, Sikh, Scottish and English units battled with Japanese infantry and Type 95 *Ha-Go* tanks, but made little progress. It was fast becoming apparent that Rangoon would inevitably fall and the British commander, General Harold Alexander, made the difficult decision to retreat to 200 miles to Prome in central Burma in an effort to protect Burma's second city, Mandalay.

Alexander had been in overall command in Burma for just over a week (he was appointed on 28 February), but it was already almost too late to escape from Rangoon. On 7 March, the Burma Army demolished the city's oil terminal and port facilities before retreating northwards. They almost immediately ran into a Japanese roadblock at the village of Taukkyan. Repeated attacks failed to break through and the Japanese counterattacked fiercely that night.

The next morning, however, a Sikh bayonet charge revealed that the defenders had withdrawn except for a small covering force. In a rare blunder, the Japanese officer in charge had punctiliously followed his orders. The blocking position was only there to protect the flank of the IJA 33rd Division as it manoeuvred to attack Rangoon from the west. Once the division was safely past, the regiment holding the roadblock withdrew in anticipation of a fierce fight for Rangoon itself. They found instead that the entire Burma Army had slipped away on 8 March, narrowly avoiding its complete encirclement and probable destruction.

## RETREAT TO INDIA

In central Burma the Commonwealth forces met up with the Chinese Expeditionary Force sent by Chiang Kai-shek from Yunnan. It was a substantial force of men, but lightly equipped. The Allies attempted to hold two adjacent valleys against the Japanese. The Burma Army (now reconfigured as the Burma Corps, or BurCorps, under Major-General William Slim) took the Irrawaddy river valley including the Yenangyaung oil fields. The Chinese Expeditionary force held the Sittaung valley to the east.

The hope was that the Japanese advance would slow as their supply lines lengthened, but instead it speeded up. Two additional Japanese divisions had arrived from Malaya and the Dutch East Indies as operations there ended. They brought with them a substantial number of captured trucks and other vehicles. Japanese bombers enjoyed virtually uncontested control of the air and pounded every town and city in the Allied-controlled area. The Burma Independence Army had also begun to gain strength and harassed the Allies' rear areas. Bamars in the 1st Burma Division began to desert in ever-larger numbers.

The Allied forces struggled to hang on, but units were constantly in danger of encirclement. On 29 March the Chinese 200th Division was forced out of the city of Toungoo after a fierce four day fight. On 16 April, 1st Burma Division became trapped in the blazing oil fields of Yenangyaung. They only broke free when a combined relief column of Chinese infantry with British tanks and artillery fought their way through to them. Meanwhile Japanese motorised columns had swept north and east from Toungoo, shattering the Chinese defence lines and capturing Lashio on the Burma Road. At the other end of the line BurCorps buckled under the relentless pressure. The Chinese Expeditionary Force was cut off from Yunnan and BurCorps had to retreat once again. This time it would have to be all the way to India.

*Chindits and IJA engage in a vicious firefight for control of a Burmese village.*

No established rail or road links existed between northern Burma and India. The retreat was a gruelling slog along hundreds of miles of dirt tracks choked with sick, wounded and refugees over the jungle-covered Pakti mountains. The opening of the monsoon season in Burma curtailed the threat of air attacks. Ambushes by Japanese infiltrators and the Burma Independence Army threatened to turn the retreat into a rout. Approximately three divisions-worth of Chinese soldiers accompanied the Commonwealth forces on their retreat to India. The remainder tried to make their way back across the mountains to Yunnan pursued by elements of the Japanese 18th and 56th Divisions, with few making it back alive.

BurCorps made it to Imphal by May, just before the annual monsoon season broke in India. Government and military officials were slow to render supplies and assistance, increasing the misery of the troops still further as they bivouacked in the open under torrential downpours. The Japanese, with all their objectives achieved, finally halted their advance at the Chindwin and Salween rivers in late May.

### MADAGASCAR – OPERATION IRONCLAD

Allied operations to capture the island of Madagascar off the east coast of Africa are worthy of note even though they fall far outside the main thrust of the Burma campaign. Madagascar was under the control of Vichy France and as a potential air and submarine base posed a threat to allied shipping in the Indian Ocean. It was also used as a place to test out some of the theory and practice of the tricky business of making amphibious landings. An earlier attempt to persuade another Vichy possession, Dakar, to join the allies by involving Free French forces had backfired badly. Operation *Ironclad*, as the invasion of Madagascar was called, was to be undertaken entirely by British and African troops. It would be the first British amphibious operation since the ill-fated landings at Gallipoli 27 years earlier.

A fleet of more than 50 ships including two battleships and two aircraft carriers brought 4,000 troops for the assault. Landings were made on 5 May 1942 in two bays west of Madagscar's major port, Diego Suarez, while diversionary attacks were staged to the east. Commandos led the way and initial progress went well. On 6 May, Allied forces ran up against prepared defences outside the port, manned by 1,500 to 3,000 Vichy troops, mostly Malagasay and Sengalese Tirailleurs. The attack bogged down as artillery and airstrikes failed to neutralise the bunkers and pillboxes. The deadlock was broken when a destroyer dashed into Diego Suarez' harbour and disembarked 50 Royal Marines into the Vichy rear. The Royal Marines raised such hell around the harbour that Vichy command broke down and the garrison surrendered on 7 May.

The objective of Operation *Ironclad* had been the port of Diego Suarez and nothing more. Another 6,000 Vichy troops remained on the island in the south. The British were desperately short on manpower, however, and a large part of the invasion force left for India on 19 May. The capture of the rest of the island was undertaken by African troops in September, forcing a Vichy surrender by November.

Some useful lessons were learned at Madagascar, like the necessity for harder-hitting air support and the importance of coming in on lightly-defended beaches. One salutary lesson was for big ships of the accompanying fleet not to linger in the area for too long. Three weeks after the surrender of Diego Suarez one of the battleships, *HMS Ramillies*, was still present when Japanese submarines arrived in the area. The *Ramillies* was lucky to only be damaged and not sunk by Japanese midget subs sent into the harbour. Not all of the lessons were reliable ones: the trick of dashing in with an old destroyer packed with troops would be repeated during Operation *Torch* landings in North Africa with disastrous consequences.

## GENERAL SLIM AND THE FORGOTTEN ARMY

Unsurprisingly the morale of the troops that made it to India was at its lowest ebb. The Japanese seemed unbeatable, their own commanders seemed incompetent and the people at home seemed to have completely forgotten about them. The monsoon season enforced a break in operations and it was used to try to put the survivors into some sort of order. BurCorps was officially dissolved and became part of IV Corps, the Chinese survivors were gradually reorganised and re-equipped by the Americans at British expense to create X Force. A special new raiding force, called the Chindits, was formed from British, Gurkha and Burmese troops to fight as the Japanese so often did in Burma and Malaya: penetrating the jungle on foot, using mobility and surprise to attack the enemy's lines of communication.

British high command was determined to return to the offensive at the first opportunity, but the gap between their aspirations and resources was considerable. Plans were laid for a limited offensive into the coastal Arakan region of western Burma as soon as the rains ceased, using naval assets to allow amphibious landings in support. As the imminent threat of a Japanese invasion into India receded, the headlines returned to events in Europe and the Middle East. As always, priority for equipment, weapons and reinforcements was given to those theatres and all available landing craft for the operation were withdrawn for use in Operation *Torch* in North Africa.

The offensive went ahead with British and Commonwealth troops crossing the border over the Mayu Hills on 21 December 1942. The Japanese withdrew from the eastern bank of the Mayu River, but when the Indian 14th Division tried to push down the Arakan peninsula at the start of January 1943 it was stopped by Japanese bunkers at Donbaik. Repeated assaults on the bunkers failed to make any progress and incurred heavy losses. The offensive bogged down through the rest of January and February. In March, Japanese reinforcements arrived and drove the 14th Indian Division back to the port of Maungdaw. The offensive was officially abandoned on 20 March, but the Japanese had other ideas. In May they captured Maungdaw and hurled the 14th Indian Division back across the border entirely, forcing it to abandon most of its heavy equipment in the process.

*Japanese medium tanks on patrol*

The Chindits had been held in readiness to begin Operation *Longcloth* in support of the Arakan offensive by tying down Japanese units with hit and run raiding in the north. Although the Arakan offensive was called off, the Chindit's commander Orde Wingate, prevailed upon his superiors to allow him to cross the border anyway and go ahead with the operation. The 3,000 Chindits split into multiple columns that crossed the Chindwin River on 13 February and marched east. In the months that followed the Chindits had mixed success, some columns were ambushed, others demolished rail lines and bridges, reaching as far as the Irrwaddy

River. By the time they returned to India after three months travelling 750–1000 miles in enemy territory, a third of the original force was dead, captured or missing, 600 more were so debilitated by wounds or disease that they had to be invalided out. Despite the heavy losses, the Chindit's successes were lauded in the press and served as a huge morale boost for Allied forces. The Chindits had seemingly done what no one else had done before – beaten the Japanese at their own game.

The failure of the Arakan offensive led to the overall commander being sacked and Lieutenant General William Slim being promoted to control the newly-created British 14th Army. The 14th Army incorporated all the survivors of the previous defeats in Burma and bitterly referred to themselves as "The Forgotten Army". Bill Slim could certainly empathise: he had overseen a succession of constant retreats by an ill-equipped, unhealthy, under-trained army ever since taking over the ill-fated BurCorps. He quickly set about rectifying the problems he saw with improved logistics, additional training and changes in doctrine. One of the most important of these was to use air supply drops instead of transport vehicles that were all too often limited by the dense terrain. Surrounded formations would no longer retreat but hang on, being resupplied by air, and by so doing isolate the Japanese detachments that were enveloping them.

## LEGENDS OF THE COMMONWEALTH

### *BRIGADIER MIKE CALVERT*

Mike Calvert's pre-war military experience was as an engineer and explosives expert. Born in India and posted to Hong Kong, where he learned to speak Cantonese, he was best placed to observe the emerging threat of Japan. He witnessed both the Japanese attack on Shanghai and the Rape of Nanking. By 1942 he found himself training Allied soldiers in demolition and guerrilla warfare at the Bush Warfare School in Burma. When the Japanese overran Rangoon, Calvert met Orde Wingate, the Chindit commander. The two found they had much in common. Mike Calvert was to become probably the most successful and most aggressive of all the Chindit leaders, taking part in both of Wingate's operations behind enemy lines: Operation *Longcloth* and Operation *Thursday*.

Mike Calvert won the DSO for his part in the first Chindit operation, Operation *Longcloth*, in which he led a company-sized column behind enemy lines to attack vital rail links. The operation, which involved about 3,000 troops in all, would call for astonishing feats of endurance by those involved. Calvert's column reached the target – the main railway running north–south through Burma – and proceeded to demolish large squads of it. Although the Japanese were soon able to make repairs, and the retreat back to India would take a heavy toll upon the Chindits, the bold operation showed what could be done, and it was a significant propaganda victory.

Operation *Thursday* was a much larger affair. Mike Calvert would play a major role leading airborne troops to spearhead the attack behind Japanese lines. A landing site was identified west of the Irrawaddy River and christened Broadway. Calvert's Brigade, the 77th Indian Infantry Brigade, comprising 9,000 men, landed behind enemy lines together with 250 tons of supplies and pack animals. Glider borne troops made the initial landings. Once on the ground they constructed a landing strip that enabled C47s to fly in further troops and equipment. This sizeable force soon came to the notice of the Japanese. Mike Calvert led a fierce bayonet charge, driving the enemy from their position on a nearby hill.

The brigade's objective was a road and rail hub called Mawlu, where Calvert quickly established a defensive block. This became known as White City because of the many parachutes draping the jungle as a result the numerous airdrops that kept the Chindits supplied. Calvert built defences that included a barbed wire perimeter, camouflaged dugouts, mines and booby traps. He set up lines of defensive fire using machine guns and mortars. The defensive block was formidable, and soon was under attack by the Japanese. During the fighting Calvert led an attack against Japanese machine guns in which flame-throwers were used to dislodge the enemy from their positions. The landing strip was expanded and the brigade was able to take delivery of anti-tanks guns, artillery, and 40mm Bofors guns. When the Japanese attacked with two light tanks these were quickly knocked out with 2-pdr anti-tank guns.

Coming under constant enemy attack, the Broadway position eventually became untenable. Calvert's force was obliged to retreat, but not until they had denied a vital communication link to the Japanese for two months. The Chindits were redeployed northwards where they attacked and captured Mogaung from the Japanese – but by now the remnants of the force was exhausted and in no condition to fight on. When ordered to attack a further Japanese position at Myitkyina, Calvert marched his men back to Allied lines instead. Calvert was faced with a potential court marshal for disobeying orders, but of the 800 or so men remaining in the formation fewer than half were still fit to fight. Jungle warfare was notoriously tough on lightly armed infantry units ill-equipped to deal with fortified enemy positions and often wracked with dysentery and other disease. The brigade was evacuated to India to recover.

**Cost:** 200pts (Veteran)

**Team:** 1 officer (equivalent to a Colonel) and up to 2 other men

**Weapons:** Submachine gun, pistol or rifle/carbine as depicted on the model

**Options:**

- Wingate may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

**Special Rules:**

- Chindit: Calvert and his team have the same two Special Rules as Chindit squads, as described in the *Armies of Great Britain* book.
- Tactical Control: Calvert's morale bonus is +4 and the range of his ability is 12".
- Follow me! Calvert's team, and other units of Chindits that are deployed within 12" of Calvert, are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game.

## KOHIMA – IMPHAL 1944

Slim's leadership quickly began to show beneficial effects. The 14th Army returned to the offensive after the monsoon season at the end of 1943 with a fresh attempt to recapture the coastal Arakan region. In February, Japanese forces surprised the Indian 7th Division and surrounded it. The resulting battle played out just as Bill Slim had planned. The Indian Division, resupplied by air, held its perimeter for two weeks until reinforcements broke through and the Japanese were forced to retreat due to lack of food and supplies.

Also in February a greatly expanded Chindit force was launched into northern Burma for Operation *Thursday*. Marching columns circumvented Japanese patrols by moving through exceptionally difficult terrain, emerging into the rear to establish protected landing zones where 9,000 more men were brought in by transport aircraft and gliders. The Chindits struck outward from these fortified bases to attack Japanese supply lines and quickly provoked a response, successfully holding their landing grounds against ferocious Japanese counterattacks with the aid of airlifted artillery and locally-recruited Kachin irregulars.

*Chindits take cover*

The Japanese counterattack in Arakan, Operation *Ha Go*, proved to be a feint. It was merely the opening move in a grandiose new Japanese plan called Operation *U Go* – the invasion of India. On 6 March 1944, three Japanese divisions, the 15th, the 31st and 33rd, accompanied by 7,000 troops of the Indian National Army, crossed the Chindwin River to attack Kohima and Imphal in India. The Japanese high command hoped to once again sever supply routes to China by capturing the Imphal plain with it airfields and access into China via the newly created Ledo Road. Success would also introduce the possibility of triggering revolt in India, something the Indian independence advocates had assured them was a very real possibility.

From March to late June, fierce fighting raged across Imphal and the pass at Kohima that controlled access to it. The initial Japanese surprise attacks failed to sweep away the defenders and seize the supply stockpiles that Operation *U Go* was counting on. Both sides dug in and fought hard with everything they had; artillery, tanks, aircraft, bullets, bayonets and hand grenades. Gains were measured by numbers of yards across shell-pocked battlefields reminiscent of World War I. The encircled Allied divisions were re-supplied and reinforced by air until relief forces fought their way through first to Kohima in mid-April and then from Kohima to Imphal through May and June.

Ultimately *U Go* was revealed to be the reckless foolishness several Japanese unit commanders had feared it would be. Japanese troops were starving to death at the end of their tenuous, interdicted supply lines while the allies became stronger with every passing day. By the time the Japanese commanders did the unthinkable and broke off the engagement without orders in June, they had suffered over 60,000 casualties to the allies 16,000, the largest defeat suffered by the IJA to date.

### RETURN TO BURMA

In March, General Stillwell's forces: the combined Chinese divisions of X Force along with Merrill's Marauders, joined the fray in northern Burma.

They attacked towards Lazu with the objective of seizing the key town and airfield at Myitkyina. On 24 March Orde Wingate was killed in air crash and the Chindits were eventually subordinated to Stillwell's command to assist with the isolation of Myitkyina. It was to prove a gruelling ordeal for the lightly-equipped Chinese, American and Commonwealth force: casualties were heavy and the city would not fall until 3 August, by which point both the Marauders and the Chindits were a spent force.

In April, Chiang Kai-shek sent 72,000 Chinese troops – Y Force – to attack the Japanese 56th Division guarding the northern frontier of Burma. The Chinese succeeded in pushing the 56th Division over the border on 22 January 1945, finally liberating the whole of Yunnan province.

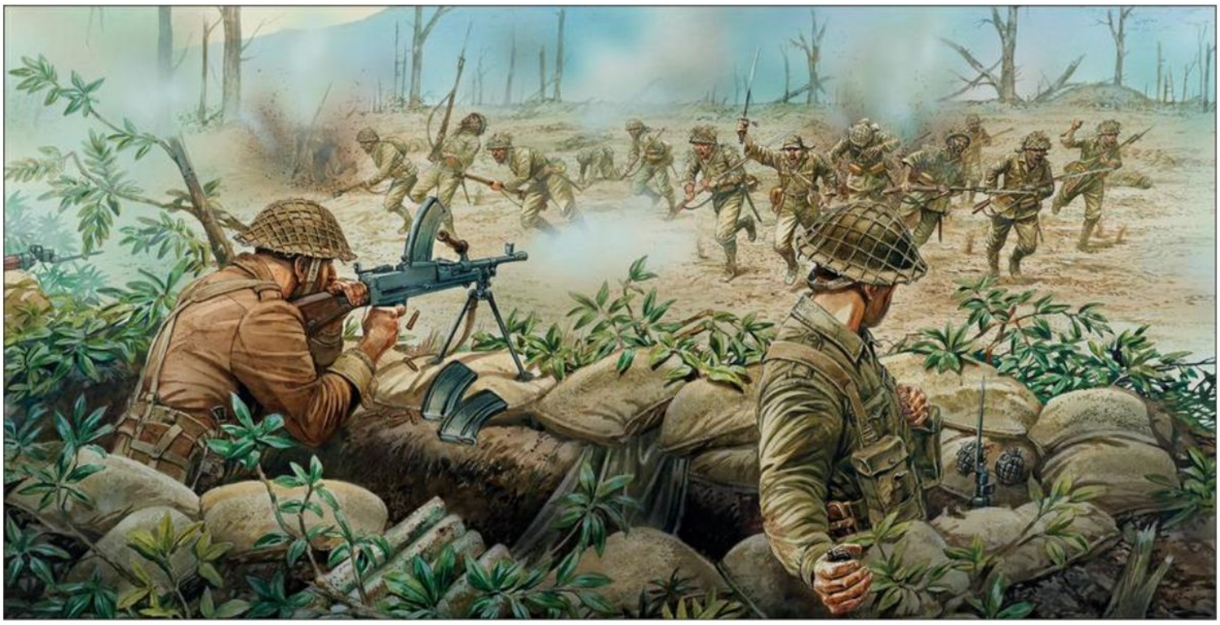
The combined effect of these offensives while the fighting was still going on at Imphal and Kohima was to gradually unhinge Japanese control of northern Burma. Reinforcements were sent and counterattacks were made, but the Japanese were compelled to slowly give ground. At the end of 1944, 14th Army crossed over the Chindwin River and advanced on Meiktila and Mandalay in strength. Bill Slim's campaign was a masterpiece of the offensive art, overcoming his own immense supply difficulties while isolating Japanese garrisons and defeating them in detail.

There were fierce battles at Meiktila and Mandalay but Slim's Forgotten Army never lost the initiative, superbly coordinating their advance with superior air power to keep the IJA under constant pressure. The recapture of Burma's historic second city convinced the people that the days of Japanese rule were coming to an end and soon even the Burmese regular troops were turning their rifles on their mentors.

Allied troops raced south to capture Rangoon before the monsoon rains arrived to paralyse their supply lines. The timing was so tight that a hasty airborne and amphibious landing was made at the mouth of the

Rangoon River on 1 May. On clearing Japanese rearguards and entering the city the next day they found that the Japanese had abandoned it to an orgy of looting and rioting by the inhabitants. The monsoon rains began just hours later. Fighting would continue as Japanese troops were harried on their retreat to Malaya and Thailand, but the battle for Burma was over.

*Ayo Gurkhali! Gurkhas charge, yelling their battlecry*



*A British Bren holds off a Japanese assault, by Peter Dennis © Osprey Publishing. Taken from Campaign 229: Kohima 1944.*

## AFTERMATH

The fighting in Burma cost the Allies over 200,000 killed and wounded. The Japanese took a similar number of casualties. In military terms the Japanese swiftly took Burma and then held onto it until the very end of the war. In political terms the fighting there was far more important: it contributed to the survival of the Chinese Nationalists by allowing the air supply route over the Himalayas to be maintained, although by the time the Burma Road was reopened Japan had been all but defeated elsewhere. Through supreme sacrifice and suffering India was defended against invasion, although millions died in the Bengal Famine of 1942–43 triggered in part by panic at the close approach of the IJA.

Lieutenant General William Slim was rewarded for his efforts by being informed that was to be removed from the command of 14th Army for its planned invasion of Malaya and placed in command of the newly formed 12th Army mopping up in Burma. He offered his resignation instead. 14th Army fell into turmoil and virtually mutinied to get their beloved "Uncle Bill" back in command. British high command duly rectified the obvious injustice with great embarrassment. Slim was promoted to General on 1 July 1945.

*Your war is over! A wounded Chindit falls into Japanese hands.*

Both India and Burma were granted their independence within three years of the end of the war. Aung San became prime minister of newly independent Burma for six months before being assassinated along with most of cabinet by gunmen supporting a political rival. The paroxysms of the violent rebirth of Burmese independence continue to this day.

## FIGHTING THE CAMPAIGN USING BOLT ACTION

## SCENARIOS

### *GENERAL SCENARIOS*

All of the scenarios from the *Bolt Action* rulebook are appropriate for the fighting in Burma and India. Unlike the earlier phases of the Pacific War, the fighting in Burma and India was marked by offensives on both sides at different times including the deep penetration raids of the Chindits and Merrill's Marauders. As mentioned previously, any of these scenarios can also be further themed to the theatre by applying the Night Fighting and/or Tropical Hazards New Scenario Rules on pages 110/107.

- Scenario 1: Envelopment
- Scenario 2: Maximum Attrition
- Scenario 3: Point Defence
- Scenario 4: Hold Until Relieved
- Scenario 5: Top Secret
- Scenario 6: Demolition

In addition, the following scenarios can be used from this book with a little modification:

- Scenario 3: Battle of the Points (British attackers)
- Scenario 4: Airfield Defence (Chindits or X Force as attackers)

*Burmese Scouts*

### *TERRAIN*

Most of the notes pertaining to terrain for Malaya and the Philippines are broadly appropriate for Burma as well. Burma is notable for having jungle-covered highlands known for their ruggedness and inaccessibility. Those in the north are outstretched spurs and foothills of the Himalayas. The central area of Burma is comprised of lowlands and wide valleys containing the Irrawady, Chindwin and Sittaung rivers, where agriculture is undertaken and the main settlements can be found.

The capital Rangoon in the south was heavily developed by British colonial authorities. It also served as Burma's main port facility, so it had a lot of steel and concrete compared to the settlements further inland. Particularly noteworthy are the traditional Burmese styles of multi-tier pagodas used for palaces and temples, some in out-of-the-way places being in ruins. Pagodas often featured in prominent positions on ridges or hilltops and in many ways make good strong points for defenders.

## EAST AND WEST AFRICAN DIVISIONS

African colonial troops took part in the war from the beginning, fighting against the Italians in the East Africa campaign of 1940–42. Subsequently, units were reformed and new formation raised to take part in the war in Burma against the Japanese. West African troops were organised into two divisions, the 81st and 82nd West African Divisions. The 11th East African Division was raised in Kenya, Uganda, Nyasaland, Tanganyika and northern Rhodesia. These African troops were destined to take part in the battle for Burma where they fought bravely alongside other Allied and colonial forces, including at the battle of Tamandu alongside Indian troops.

They make for a very interesting painting/modelling project, and in rules terms we recommend using either the Regular or Veteran infantry squad here of the *Armies of Great Britain* to represent these units. If your entire force is made from these units, we suggest using the Blood Curdling Charge as the force's National Characteristic to represent their aggressive tactics.

## SCENARIO 5: AMBUSH ON THE BURMA ROAD

Burma, March 1942, the British and Commonwealth forces defending Rangoon have abandoned the city to the Japanese and have begun a long retreat north and west towards India. Slowed by the hordes of refugees clogging up the roads through the jungle, the British were in several cases overtaken by Japanese small, fast-moving forces. These usually set up roadblocks and ambushes along the road, opening fire as the British vanguard reached the obstacles to remove them. Smashing their way through these traps was a bloody and desperate affair, and often successful only thanks to the few tanks available, against which the Japanese jungle fighters had very little answer.

### FORCES

This scenario is designed to be played between a British (and Commonwealth!) force and a Japanese force.

The British platoons should be chosen from the Fall of Singapore Selector in the *Armies of Great Britain* book. In addition to the choices in the Selector, the force may also include one M3 or M3A1 Stuart light tank per platoon.

The Japanese platoons should be chosen from The Fall of Singapore Selector in the *Armies of Imperial Japan* book. They may not include vehicles, nor any artillery units except for light anti-tank guns and light howitzers (as the only artillery these small parties could carry had to be broken down and carried by mules along the small jungle paths).

The Singapore rather than the Burma Theatre Selectors have been chosen in this case because they more accurately reflect the forces available on both sides during the retreat to India. You may of course play this scenario with a different Theatre Selector, or with forces of entirely different nations to represent an ambush on an enemy column anywhere else in World War II. In this case agree or roll a die to randomly determine which force is in ambush and which is being ambushed. If you use vehicles with damage 9+ or higher, these can smash trough the obstacle by moving through it on Run orders, in which case the obstacle is removed.

*Chindits come under fire from the jungle during Operation Longcloth, by Peter Dennis © Osprey Publishing. Taken from Warrior 136: Chindit 1942–45.*

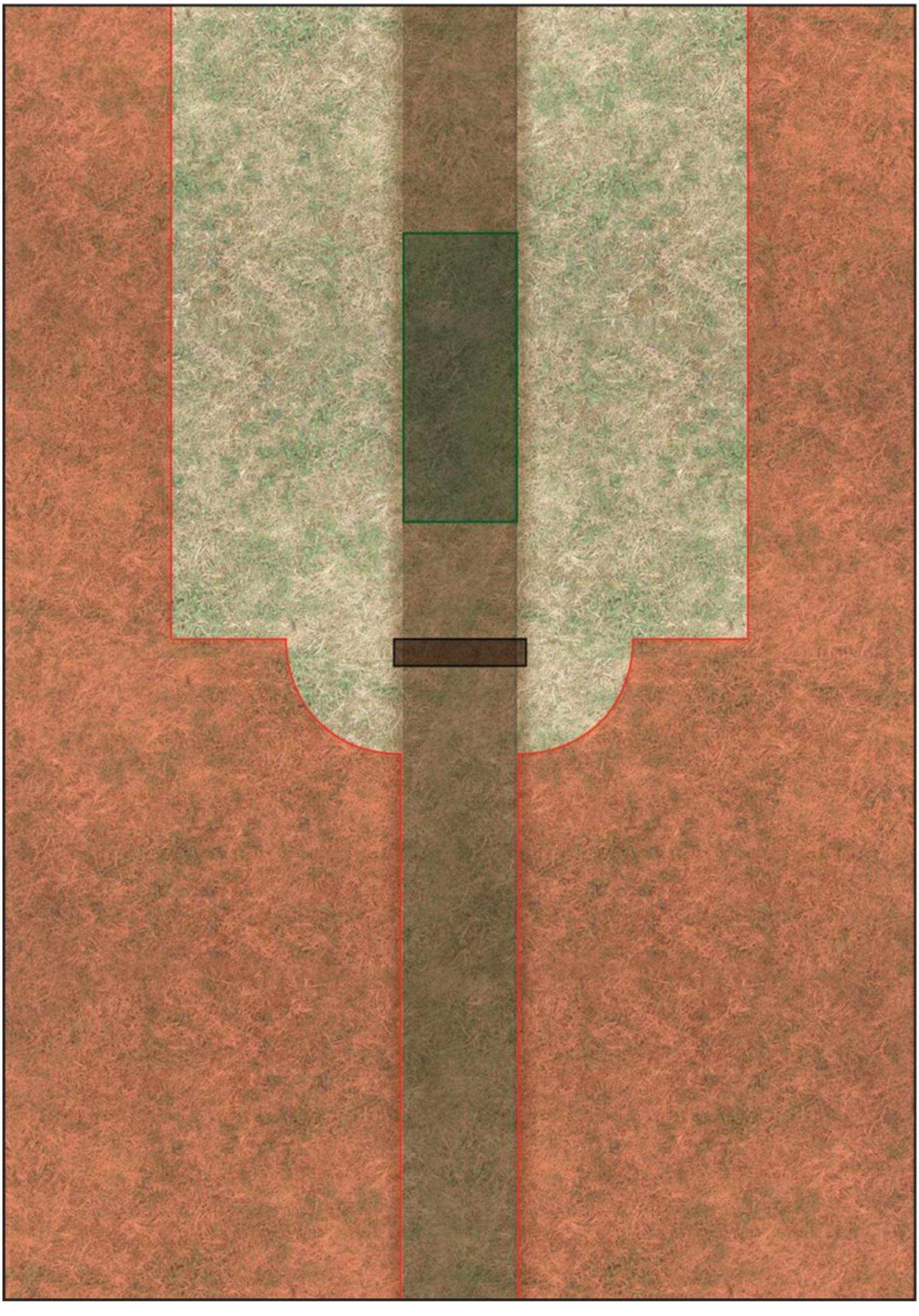
## SET-UP

This scenario is designed to be played on a standard six by four foot wargames table with players fighting down the length of it.

A 6” wide trail stretches from the southern short table edge to the northern short table edge, roughly dividing the length of the table into two equal halves. This trail, being not much more than a dirt track, simply counts as open ground and not as a road in rules terms.

Place a road block, like a large tree trunk, in the middle of the table so that it blocks the trail – this counts as an obstacle that is impassable to vehicles.

The rest of the table should be covered by a very high density of thick wooded and broken terrain, representing the jungle and rough going surrounding the trail. All of the area outside the trail counts as rough ground.



## *DEPLOYMENT*

The Japanese player must deploy half of his force (rounding down) on the table at the beginning of the game. Units deployed south of the roadblock must be more than 12” from the trail. Units deployed north of the roadblock must be off the trail and more than 6” from the road block. All deployed Japanese units can use the Hidden Set-Up rules (see here), and of course can start the game in Ambush.

The British player must deploy half of his force (rounding down, representing a vanguard) on the trail south of the road block, more than 6” from the road block and more than 12” from the south edge of the table.

Japanese and British units that are not set-up to start with are left in Reserve.

## SPECIAL RULES

### *FIRST TURN*

British reserves may arrive on Turn 1 as if it were Turn 2 as described below. Play then proceeds as normal.

### *NIGHT FIGHTING*

The Burma Road scenario can use the Night Fighting rules, which can be found here, to represent the density of the terrain off-road or a night battle. One of the best methods is to count the scenario as a Longest Day, so limited visibility will almost certainly apply in the last turns. This is, however, entirely optional as the scenario plays just fine without it.

### *RESERVES*

British Reserves can begin rolling to come on the table from Turn 1, and do not require an order test to come on to the table. However, they can only come onto the table along the trail from the south edge of the table, and only two units per turn can enter the game, all remaining Reserves must be ordered Down.

When Japanese Reserves become available, they come in from anywhere along the west or east edge of the table.

Neither side may outflank in this scenario.

### OBJECTIVE

The British player must try to move as many of his units off the north table edge as possible. The Japanese must try to stop him and inflict maximum damage. Note that in this scenario, British units are allowed to deliberately move off the table from the north table edge.

### GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 12, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

*Jungle ambush – Chindits take the fight to the enemy.*

## VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points that the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

- The British player scores one victory point for every enemy unit destroyed. He also scores two victory points for each of his own vehicles and four victory points for every infantry and artillery unit that has moved off the north table edge before the end of the game.
- The Japanese player scores two victory points for every enemy unit

destroyed.

## SCENARIO 6: HQ RAID

From February 1943 Orde Wingate's Chindits and later Merrill's Marauders conducted raids into Burma to strike at Japanese-held railways, bridges and villages far behind the front lines. The raiding columns had to be lightly equipped to overcome the mountains and jungles in their path, so once in the enemy rear they had to rely on speed and surprise to achieve their goals. One of the primary ways they disrupted Japanese control was by raiding headquarters detachments in isolated locations, this gave them a chance to kill enemy officers, smash signals gear and capture intelligence documents in one fell swoop.

### FORCES

This scenario is designed to be played with equal points values on both sides.

British or Chinese reinforced platoons are chosen from the 1942–45 – Burma Selector in the *Armies of Great Britain* book, with the following restrictions:

The British or Chinese raiding force may not include any vehicles, nor any artillery units except for light anti-tank guns and light howitzers (as the only artillery these small parties could carry had to be broken down and carried by mules along the small jungle paths). Ideally at least one unit of Chindits or Merrill's Marauders should be included to give the right feel!

The Japanese garrison should be chosen from the The Fall of Singapore, 1942 Selector in the *Armies of Imperial Japan* book, representing the less well-equipped garrisons found behind the front lines. The garrison must include at least two HQ units. There are no additional restrictions on the Japanese selection.

*Type 3 Chi Nu medium tank*

## SET-UP

This scenario is played on a six by four foot gaming surface. A 6" wide trail stretches from the east long table edge to the west long table edge, roughly bisecting the table into two equal halves. A second trail, running north-south, may be included if desired, forming a crossroad at the middle of the table. The trails, being not much more than dirt tracks, simply count as open ground in this scenario and not as the rulebook definition of Road.

A village is placed at the centre of the tabletop, anywhere up to a dozen buildings can be used if they are available. If buildings are in short supply then ruins can be substituted instead. Ideally no more than one or two buildings should be brick or stone built, the rest wooden. Place the buildings 3–6" apart to make a roughly circular village. However big the village gets, ensure that no buildings are within 12" of the table edges.

The rest of the table should be covered by a high density of thickly wooded and broken terrain, with a few areas of open ground representing the jungle and rough going surrounding the village. Most the area outside the trails should be rough ground for movement purposes.

### *DEPLOYMENT*

The Japanese player must deploy first. Half of their force (rounding down) is deployed inside or within 6” of the village buildings. The deployed units must include *all* of the Japanese HQ units, all of which must be deployed inside buildings – one per building. Make a note of which buildings have HQs deployed in them at the start of the game as they are objectives for the raiders.

Any Japanese units not deployed at the start of the game are in Reserve (see here of the *Bolt Action* rulebook). The raiding player may then deploy their units anywhere on the table that is more than 12” from the village buildings. These units can use Hidden Set-Up (see here of the *Bolt Action* rulebook).

## SPECIAL RULES

### *EXHAUSTION*

All raiding units are subject to the rules for Exhaustion (See New Scenario Rules here).

### *NIGHT FIGHTING*

The raiding player can opt to attack at night using the Night Fighting rules, which can be found here of this book. To represent the uncertainty of getting close to the Japanese garrison without raising the alarm use the chart provided to randomly determine what kind of variant is played (Dawn Assault, Flare, Longest Day, Night Fight, etc.)

### *RESERVES*

Japanese reserves must enter the battle along the one of the available trails, roll randomly to determine which trail is used each time a unit becomes available from reserves. No more than two Japanese reserve units may enter battle each turn (the Japanese player may choose which to bring on if several are available) and no units may outflank in this scenario.

## OBJECTIVE

The raiding player must try to destroy the Japanese HQ units, and/or the capture the village buildings they are deployed inside at the beginning of the game to represent seizing documents and destroying important equipment. The Japanese player must try to stop the raiders and inflict maximum damage in the process.

*A Chindit column slips through the Burmese jungle*

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 8, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

### VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows.

- The raiding player scores one victory point for every enemy unit destroyed, and five victory points for every enemy HQ unit destroyed. The raiding player also receives a once-only bonus of D6 victory points for each HQ building that is occupied by a raiding unit at any point in the game.
- The Japanese player scores three victory points for every enemy unit destroyed.
- If one side scores at least two more victory points that the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

## LEGENDS OF THE COMMONWEALTH

### *ORDE WINGATE*

Major-General Orde Charles Wingate DSO (26 February 1903–24 March 1944), was a peculiar British Army officer responsible for creating, organizing and leading British and Commonwealth special forces in the Middle East, Africa and Burma – his most famous creation were the Chindits. He was an expert and vociferous supporter of unconventional warfare, long-range penetration, unit re-supply by air, and many other fighting techniques that were later adopted by special forces worldwide. He died in a plane crash in India on his way back from Burma.

**Cost:** 200pts (Veteran)

**Team:** 1 officer (equivalent to a Colonel) and up to 2 other men

**Weapons:** Submachine gun, pistol or rifle/carbine as depicted on the model.

**Options:**

- Wingate may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

**Special Rules:**

- Chindit: Wingate and his team have the same two Special Rules as Chindit squads, as described by the *Armies of Great Britain* book.
- Tough Fighters: Wingate and his team are Tough Fighters.
- Infiltration Master: If your force include Wingate, any friendly infantry Outflanking units that become available may enter the game either by their chosen short table edge, as normal, or from any point on the enemy side of the table!

## ADDITIONAL UNITS

### GENERIC UNIT OPTIONS

#### *NATIVE IRREGULARS*

All sides made extensive use of native irregulars in the Burma theatre. Allied forces received help from Naga tribesmen in the mountainous northwest (still notorious head hunters at this time), and from Chin, Karen and Kachin irregulars. These troops risked their lives many times over to help the deep penetration raids conducted into the inhospitable jungles and mountains in the north of the country. The IJA was actively assisted by the Bamar people in the form of the Burma Independence Army (later called the Burma National Army) and organised local militias like the Chin Defence Force and the Arakan Defence Force. By the time Japan granted Burma its national independence in 1943 Aung San and other Burmese leaders foresaw they would need to oust the Japanese too, leading to a full-scale revolt in 1945.

**Cost:** 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
**Composition:** 1 leader and 2 men
**Weapons:** Rifles
**Options:**

- Add up to 7 additional native irregulars +7pts (Inexperienced), +10pts each (Regular), +13pts each (Veteran).
- The leader may have a submachine gun instead of a rifle for +3pts

**Special Rules:**

- Native irregulars count as Observers/Snipers for Set-Up purposes (see here of the *Bolt Action* rulebook)
- Fieldcraft: Native irregulars made good use of terrain to spring surprise attacks. During set-up, any native scouts using Hidden Set-Up may

start the game already in Ambush. In addition, in the first turn of the game, all native irregulars treat all Rough Ground and Obstacles as Open Ground for the purposes of movement.

- Infiltration: When Outflanking, as described here of the *Bolt Action* rulebook, native irregulars ignore the –1 modifier to the order test for coming onto the table.
- Local troops: Native irregulars always count as Veterans regardless of their actual experience level when testing for exhaustion as detailed in the New Scenario Rules described here.

*Selectors*

Native irregulars count as infantry for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an infantry choice for the following Theatre Selector in the Armies of China; X and Y Force, Burma 1942–45. They also count as an infantry choice for the following Theatre Selectors in the *Armies of Imperial Japan*: The Fall of Singapore, 1942, and Burma, 1944; and the *Armies of Great Britain*: 1942 – Fall of Singapore, and 1942–45 – Burma.

## IMPERIAL JAPANESE UNITS

### *THE INDIAN NATIONAL ARMY*

The Indian National Army (INA) was formed by Indian nationalists whose aim was to secure independence from the British. They saw the Japanese as natural allies and accepted a role within the Japanese forces, although retaining their own distinct formations. The army was lightly armed, mostly with ex-British and Dutch equipment. The force took shape following the Malay campaign and surrender of Singapore, yielding over 70,000 Indian prisoners of war, 55,000 from Singapore alone. In 1943 the INA forces came under the control of Subhas Chandra Bose, the Indian Nationalist leader, a confidant of Adolf Hitler who had so far spent the war years in Germany. The INA took part in the Japanese *U-Go* offensive, the invasion of India in 1944. Bose's objective was to enter India and fight a guerrilla war, spread dissent, and raise the population against the British. The invasion was repelled following the battles of Imphal and Kohima, and subsequently the INA fought in Burma where it faced the increasingly successful allied forces. As the war turned against the Japanese the INA suffered from high rates of desertion and finally surrendered at Rangoon. Bose himself fled to Manchuria where he hoped to win support from the advancing Soviets, but was killed in an air crash.

**Cost:** 35pts (Inexperienced)
**Composition:** 1 NCO and 4 men
**Weapons:** Rifles
**Options:**

- Add up to 5 additional men with rifles at +7pts each
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- Degrade to late-war Shirkers at a saving of –3pts per model

**Special Rules:**

- The INA is not subject to any of the Japanese Army Special Rules, and are Green.
- Shirkers (if option is chosen).

### DESIGNER'S NOTE

Some players will undoubtedly want to collect an all-Marauder force for their *Bolt Action* games. To do so use the generic Reinforced Platoon Selector in conjunction with the American army list, but limit the

Marauders to having no vehicles of any kind and a maximum of 1 light field artillery, anti-tank gun or anti-aircraft gun to represent captured or air-transported support. All infantry squads chosen must be Marauders and any supporting units weapons like mortars, snipers and machine guns must be chosen as Veterans.

## CHINESE/US UNITS

### *MERRILL'S MARAUDERS*

The Americans were impressed by the raids conducted by Orde Wingate's Chindits in 1943 and agreed to create their own long-range penetration jungle warfare under the code name *Galahad*. The 5307th Composite Unit (Provisional) was an all-volunteer force drawn from experienced jungle fighters in the US Army including veterans of Guadalcanal and New Guinea. After training in India the force of nearly 3,000 men was committed to fighting in the north along alongside the Chinese X and Y Forces under the overall command of General Stillwell. Journalists soon dubbed the unit "Merrill's Marauders" after their leader Brigadier General Frank Merrill. The marauders performed exceptionally well, exacting a heavy toll on the Japanese in ambushes and hit-and-run raiding. However, just as with the Chindits, they suffered grievous losses from wounds and exhaustion. They finally had to be withdrawn after the battle of Myitkyina left them with 130 combat-effective officers and men out of an original 2,997. Only two of the men who had entered Burma had survived without being hospitalised at some point due to wounds or disease.

**Cost:** 70pts (Veteran)

**Composition:** 1 NCO and 4 men

**Weapons:** Rifles/carbines

**Options:**

- Add up to 7 additional men with rifles or carbines at +13 pts each
- The NCO and up to 4 men can have a submachine gun instead of rifles for +3 pts each
- Up to 2 men can have BAR M1918A2 automatic rifles instead of rifles for +5 pts each
- The entire squad can be given anti-tank grenades for +2 points per man

**Special Rules:**

- Infiltration: When Outflanking, as described here of the *Bolt Action* rulebook, Merrill's Marauders ignore the –1 modifier to the Order test for coming onto the table.
- Fire and manoeuvre: As an American unit the marauders benefit from the Fire and Manoeuvre Army Special Rule. Any models equipped with rifles or BAR do not suffer the –1 to hit penalty for shooting and moving.
- Tank hunters (if antitank grenades taken).

### *Selectors*

Merrill's Marauders count as infantry for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook for the Armies of China and the Armies of the US. They also appear as an infantry choice for the following Theatre Selector in this book for the Armies of China: X and Y Force, Burma 1942–45.

## COMMONWEALTH UNITS

### *AUSTRALIAN COMMANDOS*

Between 1941 and 1942, the Australian army raised and trained eight Independent Companies of Commandos, following the doctrines of the

British RMC and with the intention of deploying them to the Middle-Eastern theatre. The Japanese attacks in 1941 meant that recruitment and training were accelerated and these elite troops were deployed in the islands in the north of Australia to counter the advancing Japanese forces. In the first phase of the war, these units distinguished themselves in a series of daring small-unit actions, making life difficult for the Japanese occupation troops and paying a high price in return. Perhaps the most distinctive piece of their equipment was the Australian-designed Owen submachine gun, with its vertical magazine above the barrel. From 1943 onwards, after having been re-organised into a regimental structure and renamed Commando (Cavalry) Squadrons, they were employed in roles more akin to those of normal light infantry, and saw a lot of action, particularly in the jungles of Borneo, New Guinea and Bougainville, where their jungle fighting skills soon equalled those of their enemies.

The rules below can also be used to represent Royal Australian Navy Beach Commandos, as well as the unique special forces of the M and Z Special Units – these were small, multinational (Australian, New Zealander, British and Dutch) reconnaissance and sabotage units that operated throughout the South-West Pacific sector.

**Cost:** Veteran Infantry 70 pts.
**Composition**: 1 NCO and 4 men
**Weapons:** Rifles
**Options:**

- Add up to 5 additional soldiers at +14pts each.
- The NCO and any other soldiers may have a submachine gun for +3pts each.
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader.
- The entire squad may have anti-tank grenades for +2pts per model.

- The entire squad may be upgraded to Jungle Warfare Veterans for +1pt per model.

**Special Rules:**

- Behind enemy lines. When Outflanking as described on p.119 of the Bolt Action rulebook, units of Commandos ignore the -1 modifier to the Order test for coming onto the table.
- Tough fighters
- Tank hunters (if antitank grenades taken)
- Jungle Warfare Veterans (if option is taken). During set-up, any Australian Commando unit starting the game Hidden (as described on p.117 of the Bolt Action rulebook) may start the game already in Ambush. If you decide to do so, place one of your Order Dice already in place next to them, as if you had ordered them to Ambush.

*Selectors*

Australian Commandos count as infantry for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. They are an infantry choice for the following theatre selector in the Armies of Great Britain: Fall of Singapore 1942, and Burma 1942–45.

### *GURKHA PARATROOPS*

Gurkha paratroops were part of the Indian Army's 50th Parachute Brigade and later were incorporated into the Indian Army's 44th Airborne Division. They fought against the Japanese during the *U-Go* offensive. Later they took part in Operation *Dracula* – the allied advance into Burma that resulted in the capture of Rangoon. Landing at Elephant Point at the mouth of the Rangoon River, the Gurkhas cleared out the remnants of the Japanese defenders to secure the position.

**Cost:** 75pts (Veteran)

**Composition:** 1 NCO and 4 men

**Weapons:** Rifles

**Options:**

- Add up to 5 additional men with rifles at +15pts each
- The NCO and up to 4 men can have a submachine gun instead of rifles for +1pt each
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader.
- The entire squad can be given antitank grenades for +2pts per man

**Special Rules:**

- These very tough men have the following Special Rules from the Paratroop squad and Gurkha squad here of the *Armies of the Great Britain*:
- Stubborn
- Tough Fighters
- Scary Blighters!
- Tank Hunters (if anti-tank grenades taken).

*Selectors*

Gurkha Paratroops count as infantry for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook for the *Armies of Great Britain*. They also count as an infantry choice for the following Theatre Selector in the *Armies of Great Britain*: Burma 1942–45.

## *Gurkha section*

## LEGENDS OF THE COMMONWEALTH

### *BHANBHAGTA GURUNG*

Bhanbhagta Gurung was a Gurkha soldier who won the Victoria Cross for an action that took place at Tamandu in Burma in March 1945. His company was ordered to take a position held by the Japanese. The ground had been fortified with foxholes and bunkers, some of which were manned by machine gunners. The Gurkhas soon found themselves pinned down by sniper fire and they were unable to advance. Bhanbhagta Gurung was the only soldier brave enough to stand up, shooting dead the enemy sniper, upon which the whole company surged forward.

The Gurkhas were soon brought to a standstill once more, this time by fierce fire from four foxholes as well as machine gun fire from a more distant bunker beyond. It was at this point that Bhanbhagta Gurung plainly decided he had had quite enough of the Japanese. Rather than wait for orders, he stormed forward to attack the nearest foxhole single-handed. With enemy bullets flying all round him he pounced upon the first trench, hurling two hand grenades and killing its occupants. Without pausing for breath, he charged into the next foxhole and finished off its two defenders with his kukri. Ignoring fire from the Japanese positions, he proceeded to repeat his attacks on two further foxholes, finishing off the foe with grenades and knife.

The Japanese machine gunners in the bunker continued to pour fire in Bhanbhagta Gurung's direction. This plainly annoyed him a great deal. Still acting entirely alone, he worked his way around the bunker until he was able to climb on top. From this vantage point he was able to throw smoke grenades in through the bunker's vision slit – he'd used up all his explosive grenades during the earlier attacks. The Japanese abandoned the bunker as it filled with smoke. Bhanbhagta

Gurung surprised two as they fled, cutting them down with his kukri, before advancing into the bunker to finish off the third. Having captured the bunker, he quickly organised its defence, fending off a Japanese counterattack.

Bhanbhagta Gurung's astounding killing spree played no small part in the success of the attack and spared the lives of the rest of his company who might otherwise have suffered casualties during the assault. He was awarded a Victoria Cross for his astonishing act of bravery and his regiment was to add the battle honour Tamandu to commemorate the engagement.

**Cost:** +50pts

**Team:** Bhanbhagta Gurung is not a team, but instead may be added to one of your Gurkha squads, replacing a normal soldier, for the cost listed above.

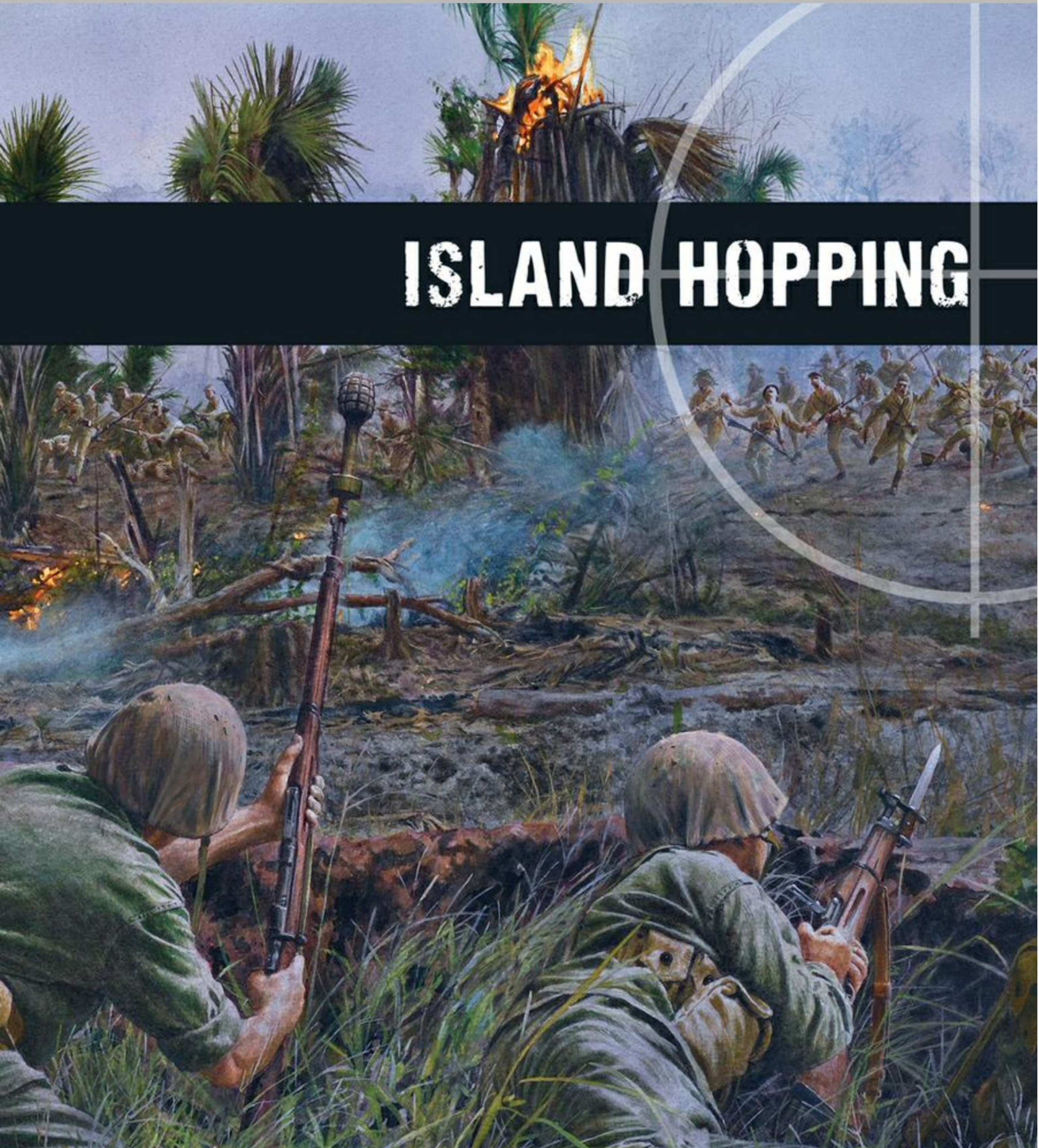
**Weapons:** Rifle and kukri

**Special Rules:**

- Extra Tough Fighter: Bhanbhagta Gurung has four attacks in close quarter combat rather than the usual two.
- Rampage: If Bhanbhagta Gurung's unit has any enemy infantry or artillery unit within 12" when it is given an order, then immediately before resolving the order (even before rolling any Command test where required), Bhanbhagta Gurung rushes forward and attacks the nearest enemy unit (ignoring vehicles). He covers the distance regardless of how far it is, terrain or any other impediment. So surprised is the foe (not to mention the opposing player) by this bold attack that the enemy unit may make no response and does not fight. Roll a dice and on the score of a 4+ the battle-crazed Gurkha inflicts one casualty, on a 5+ two casualties are caused, and on a 6 three casualties. Once any casualties are removed, Bhanbhagta Gurung is

placed back with his unit, ready to take part in whatever action the unit makes that turn.

# ISLAND HOPPING



Marines halt a Japanese attack on Guadalcanal, by Steve Noon © Osprey Publishing. Taken from Weapon 23: The M1903 Springfield Rifle.

## PRELUDE

*We are very glad and grateful for the opportunity of being able to serve our country in this epic battle. Now, with what strength remains, we will daringly engage the enemy. Banzai to the Emperor! We are determined to fight to the last man.*

– Rear Admiral Iwabuchi Sanji, Manila 1945.

Japanese war plans considered America to be the greatest threat in terms of manpower, naval forces and industrial capacity. It was acknowledged the United States would be able to overwhelm Japan in the long term, and that an invasion of mainland America was logistically unfeasible. Keeping control of the resources gained in the western Pacific and preventing the inevitable build-up of US forces would require controlling thousands of miles of ocean, something which even the highly accomplished Imperial Japanese Navy could not guarantee. This was amply demonstrated by the Doolittle Raid on 18 April 1942 when a handful of US Army bombers launched from an aircraft carrier bombed Tokyo and then flew on to crash land in China.

*Semper Fi! US Marines assault the Japanese lines.*

The IJA exacted a fearful retribution on the Chinese during its hunt for the Doolittle raiders and made new plans for offensives to drive the Nationalists into the hinterlands. However, in more sober times plans had already been laid to secure the western and southern Pacific against hostile forces. A web of island air and naval bases was intended to allow ground-based aircraft to cover wide swathes of territory in conjunction with submarines and fast-moving naval task forces. Some suitable island locations in the Marshall and Caroline Islands already belonged to the Japanese Empire, the rest were easy to obtain during the expansion as they were uninhabited or virtually undefended.

*SNLF supported by a Ka Mi tank*

While the IJA and IJN leadership pursued disparate plans half a world apart, thousands of construction troops were already diligently developing this deep barrier of island strongholds. There could be little doubt they would be effective – land-based aircraft had proved their potency against surface ships. Japanese submarines had admittedly failed to fulfil their potential so far, but this was more than made up for by the outstanding performance of Japanese ships during night engagements. Any fleet that ventured into the western pacific would be subject to continuous and deadly attack. The Imperial Japanese Navy planned to provoke a final confrontation with the US fleet near the tiny island of Midway so that it could be destroyed once and for all. While the Midway effort (now called Operation *MI*) was being planned it was decided that one more location was needed to fully secure the southern flank – the island of New Guinea off Australia's northern coast. From there Australia itself could be isolated from US aid and potentially invaded later.

From the Allied point of view, making a counterattack against the island defences of the western Pacific was becoming critical. Australia was intended to be the concentration point for forces being set into motion to join General MacArthur's Southwest Pacific Area command. 40,000 US troops had already been sent to Australia by February and many more were set to follow. If Australia became isolated, US forces would face the prospect of sailing some 6,000 miles from their ports on the West Coast straight into the teeth of an enemy ready and waiting for them. More than anything, in the US there was also a desire to strike back and take some of the momentum out of the rampaging Japanese war machine.

## NEW GUINEA AND THE KOKODA TRAIL

Japanese troops had captured the island of New Britain and its excellent harbour of Rabaul in January 1942. They worked swiftly to enlarge Rabaul into a major military base for further operations in the New Guinea territory. More Japanese troops had landed at Lae and Salamaua on the north-eastern coast of New Guinea island on 8 March. The landings at the town of Lae were unopposed, but at the nearby small port of Salamaua a unit of New Guinea Volunteer Rifles and the Royal Australian Air Force put up some resistance before withdrawing to the interior.

More significantly on 10 March, US carrier aircraft from the *Lexington* and *Yorktown* crossed the formidable Owen Stanley mountain range that effectively splits New Guinea in two. They caught the invasion fleet at Salamaua by complete surprise. Two thirds of the transport ships were sunk or damaged and casualties among the troops were not higher only because the transports were close enough to shore to beach themselves. Despite this setback, Lae and Salamaua were developed into supply bases to fuel efforts to capture the rest of the island.

*The Emperor's loyal soldiers stalk the jungle…*

The next Japanese move to conquer New Guinea was Operation *MO*. The operation had two stages: the first was to secure the island of Tulagi near Guadalcanal in the Solomons; the second was an amphibious assault by the brigade-sized South Seas Detachment aimed at New Guinea's capital, Port Moresby, on the south-eastern coast. Tulagi was taken without issue on 3 May, but the fleet came under attack by US carrier aircraft from the *Yorktown* on 4 May. As the invasion fleet approached New Guinea the US carriers *Lexington* and *Yorktown* moved in to intercept. The US ships slugged it out with escorting Japanese carriers during the Battle of the Coral Sea on 7–8 May. Both the *Lexington* and the Japanese light carrier *Shoho* were sunk, while the fleet carrier *Shokaku* was damaged and forced to withdraw. Although the battle of the Coral Sea was nominally a victory for the Japanese, the remaining escort was deemed insufficient, and mindful of the near-disaster at Salamaua, Operation *MO* was called off.

On 21 July the South Seas Detachment was landed at Buna, Gona and Sananda on the northern coast of New Guinea. They established beachheads and pushed inland, driving back the Australian militia unit, Maroubra Force, guarding the entrance to the Kokoda track. To the Australian's astonishment, the Japanese started fighting their way along the track, evidently intending to use it to cross the Owen Stanley range and attack Port Moresby from the landward side. The Kokoda track climbs over 9,000 feet through some of the most inhospitable mountains and rain forests known to man. In places it is near vertical, less than three feet wide and subjected to 10" of rainfall per month, all year round. Over the weeks that followed, Japanese and Australian troops fought back and forth along the track in horrific conditions constantly beset by swarms of ticks, mosquitoes, leeches and the diseases they carried.

On 25 August, 2,400 Japanese SNLF troops landed to attack allied airfields at Milne Bay on the eastern tip of new Guinea. They enjoyed initial success in some part thanks to support from a pair of Type 95 *Ha-Go* light tanks that eventually became bogged down in the muddy conditions and had to be abandoned. The allies had been forewarned of the move by code breaking and heavily reinforced the area. By early September it was clear that the SNLF were facing a stronger opponent and would not be able to prevail. The attack was called off and surviving troops were evacuated with some difficulty – making the battle of Milne Bay the first time that a Japanese attack had failed in the Pacific.

Meanwhile along the Kokoda track Japanese troops had defeated an Australian counterattack and advanced far enough to be able to see the lights of Port Moresby below them. Their supply situation had become completely untenable, however, with everything having to be carried by hand along the track, itself at the end of a long supply line interdicted by Allied air power. Japanese troops near Port Moresby were reduced to eating grass, bark and wood. When the Japanese retreated back up the track in late September, the pursuing Australians were horrified to find evidence of cannibalism.

Inexperienced National Guard troops of the US 32nd Division were sent in a flanking march to cross the Owen Stanley range using parallel trails. They spent 42 days in conditions even worse than those along the Kokoda track, emerging in November on the north side of New Guinea without seeing a single Japanese soldier; by that time Australian and US troops had already advanced along the Kokoda track far enough and been lifted by sea or air to positions to threaten the Japanese beachheads at Gona and Buna. The dispirited troops of the 32nd Division were put into the line for the final push, assured that intelligence reports estimates said they faced only 1,000 to 1,500 half-starved enemies in hastily built defences. It turned out that their intelligence reports, and even their maps, were inaccurate.

Fighting along the Kokoda track had been costly, with Japanese rearguards mounting a determined defence from well-concealed bunkers at various choke points. On reaching the bottom of the trail exhausted Australian and US troops ran into a thick, mutually supporting belt of similar fortifications around Buna and Gona. The Japanese had fortified every scrap of high ground on the coastal plain. Incessant rainfall made everywhere else dense, jungle-covered swampland where visibility, and even mortar fire, was limited by the thick canopy. Over 6,000 IJA and SNLF troops defended the area and while they were suffering supply problems, they had stockpiles to last for months. The Allies initially lacked tank support and had only limited artillery so they struggled greatly to make any ground and suffered terrible casualties in each attempt.

It took changes in command and three months of hard fighting in horrific tropical conditions, to eliminate the Japanese beachheads at Buna and Gona. By this time events elsewhere in the Pacific had advanced rapidly. Much to General MacArthur's frustration, ever since August all eyes had been focussed on a hitherto little-known island called Guadalcanal.

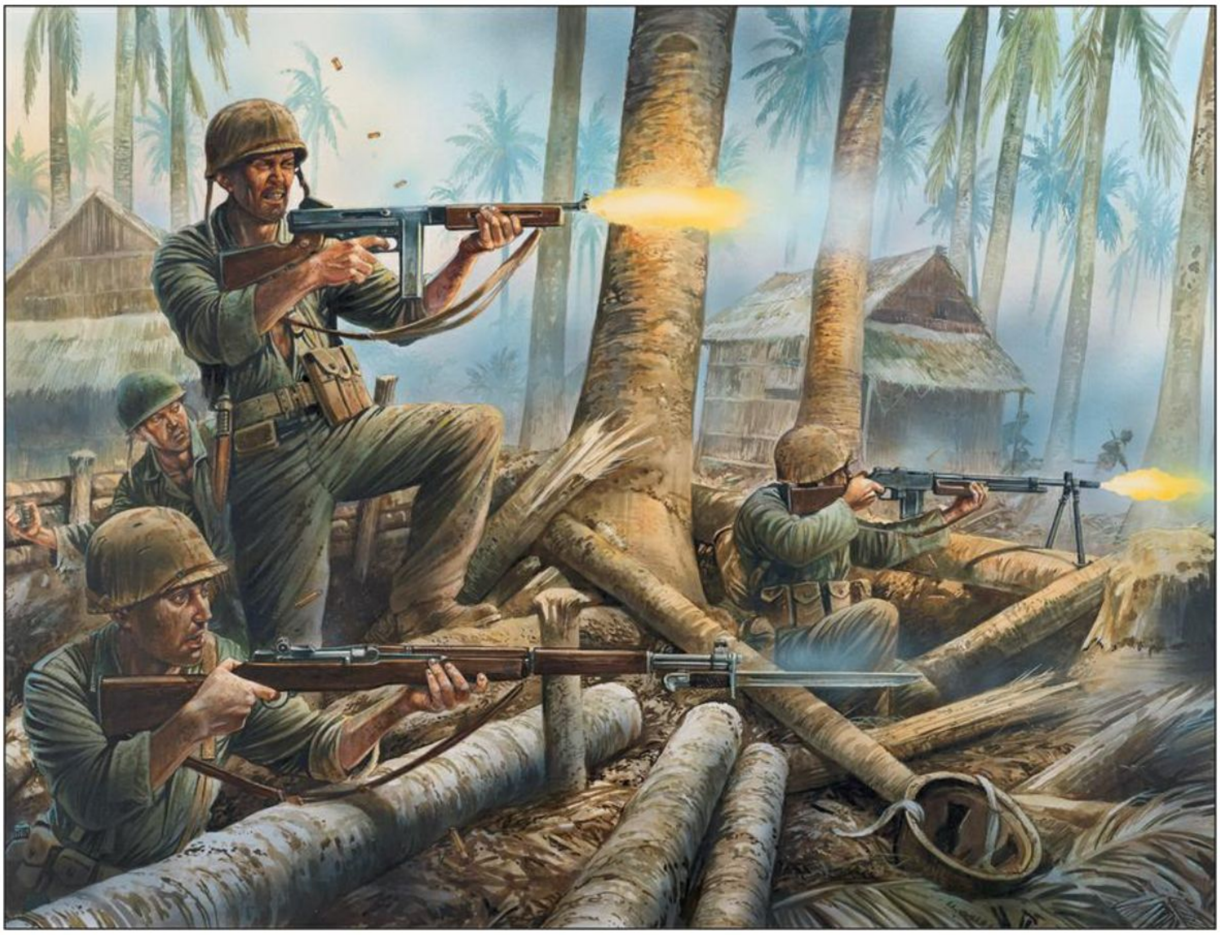
## GUADALCANAL

The US Navy's victory at the battle of Midway had opened the opportunity to take offensive action. MacArthur had called for an invasion of the Japanese base at Rabaul, but the Navy wasn't prepared to risk ships in the narrow waters of the island chains against such a heavily protected target. Instead, a flanking manoeuvre against Japanese forces in New

Guinea was suggested, aimed at taking out the new Japanese base at Tulagi and occupying Santa Cruz in the southern Solomons. From here Japanese convoys could be threatened and a much-needed first step would be made in pushing the Japanese back. The operation would be undertaken by the US Navy and most of the 16,000 men to be deployed were from the Marine 1st Division leaving the Army free to keep fighting in New Guinea.

Aerial reconnaissance of the area revealed that the Japanese were building an airbase on Guadalcanal in the southern Solomons. The discovery added new urgency to the plan. If the Japanese established an airbase on Guadalcanal it would be within striking range of allied convoys heading to Australia. Santa Cruz was dropped as a target and Guadalcanal substituted in its stead. The operation, codenamed *Watchtower*, mustered a 75 ship task force including two carriers near Fiji at the end of July 1942. There was time for one practice run at amphibious landing before the task force set sail for the Solomons on 31 July.

Marines stormed ashore at Tulagi and Guadalcanal a week later on 7 August 1942. The move was entirely unexpected by the Japanese. At Tulagi the 900 IJN personnel present fought to the death against 3,000 Marines assaulting them. On Guadalcanal the 2,800 strong Japanese garrison – most of them low quality labour troops working on the airfield – panicked at the bombardment and fled into the jungle. The Marines secured the almost completed airfield on 8 August along with supplies and construction vehicles abandoned by the Japanese. In the intervening time allied plans had unravelled badly, starting on the first day of the invasion.



*Marines defend a village from a Japanese attack, by Peter Dennis © Osprey Publishing. Taken from Weapon 29: The Thompson Submachine Gun.*

Japanese aircraft from Rabaul repeatedly attacked the task force on 7–8 August, burning one transport and damaging a destroyer. More seriously the fleet had lost 19 aircraft in the fighting including 14 carrier-borne fighters. The US carriers were pulled back out of range on 8 August, leaving the transports guarded by cruisers to keep unloading as much as they could before they retreated at dawn. That night a Japanese cruiser force attacked and sank four allied cruisers in the battle of Savo Island for no loss to themselves. By great good fortune the Japanese did not press on to attack the transports, which fled east as quickly as they could. The 11,000 marines on Guadalcanal were left without most of their heavy equipment and with only five days of rations. Fortunately, supplies captured at the airfield would extend this out to two weeks.

The marines formed a perimeter and began work on completing the airfield, which became fully operational ten days later as Henderson Field, named after a marine pilot who had died at Midway. The marines suffered in the tropical heat and humidity on short rations, and Japanese bombers visited them daily from Rabaul. Typhus ran rampant, thinning their ranks as they skirmished with Japanese garrison troops holding out along the Matanikau river. With the airfield completed, Marine and Navy aircraft were flown in to contest the skies and seas, but Guadalcanal would remain under constant attack for the next six months. Major air and naval battles were fought around it with heavy losses on both sides, the key element being the presence of Allied air power on Guadalcanal. Japanese ships caught in daylight within 200 miles of the island were in mortal peril. By night, however, IJN forces continued to inflict grievous losses on any Allied ships they ran across.

On the night of 19 August, leading elements from the Japanese Ichiki infantry regiment reached the island. Their commander believed that only a small US raiding force was present and launched an attack on 21 August in what became known as the battle of Alligator Creek. The Japanese force was virtually wiped out during the battle and a subsequent counterattack by marines and Stuart light tanks the next day. Throughout the rest of August both sides continued ferrying reinforcements and supplies to Guadalcanal, the Allies by day and the Japanese by night. By the beginning of September the Japanese had built up almost 5,000 troops while the Allied perimeter had been reinforced with artillery and 1,500 more men transferred from Tulagi.

On 7 September native scouts reported a Japanese presence at Taivu near the village of Tasimboko. The next day, a Marine raiding force sent by boat to investigate routed the small Japanese garrison, finding a supply cache and documents indicating an enemy force at least 3,000 strong was present on the island. The Japanese attacked on the nights of 12–13 September, overrunning parts of the perimeter in a desperate, often hand-to-hand struggle. The fiercest fighting occurred around Lunga Ridge, later referred to as Edson's Ridge after the commander of the marine forces there, or simply as Bloody Ridge. The Japanese were hurled back with heavy losses and retreated to regroup in the Matanikau river valley.

Imperial general headquarters had concluded that Guadalcanal could prove to be the decisive battle of the war and continued to pour forces into the attempt at wiping out the US foothold. Henderson Field was bombarded by battleships, adding further to the discomfort of its exhausted defenders. Meanwhile allied reinforcements, now including US Army units, bolstered the defences further and permitted limited operations to be undertaken to mop up Japanese stragglers beyond the perimeter.

By the middle of October the Japanese had built up a force of 20,000 men with tank and artillery support to make another attempt on Henderson Field. This involved cutting a trail through dense jungle to come against the perimeter unexpectedly from a less well-defended angle. The attack opened on 23 October and ran headlong into 23,000 deeply entrenched US defenders backed by their own artillery and tanks. Despite the attempted flanking manoeuvre the battle of Henderson Field was a disaster for the Japanese, who suffered heavy losses without making any appreciable impact on the Americans.

In November, US Army and Marine units started to push the Japanese further in to Guadalcanal's inhospitable interior, slowly but implacably grinding their way through Japanese defences and dense jungle. By December, IJA and IJN commanders agreed that retaking Guadalcanal would now be impossible and sought the Emperor's endorsement to withdraw. Through January and early February night-time evacuation runs brought over 10,000 Japanese troops out of Guadalcanal to reinforce new defences being built in the central Solomons. By 9 February 1943 the Americans realised the Japanese had gone, and declared Guadalcanal secure, marking the end of a gruelling campaign.

## LEGENDS OF THE UNITED STATES

### *JOHN BASILONE*

John Basilone (4 November 1916–19 February 1945) was a United States Marine Gunnery Sergeant. He was the only marine in World War II to receive both the Medal of Honor (Guadalcanal) and the Navy Cross (Iwo Jima). He served three years in the US Army in the Philippines before joining the Marine Corps in 1940. At the battle of Guadalcanal, his unit of two machine guns were mostly responsible for holding off a regiment-size Japanese assault for two days. When the Japanese finally called off the attack, only two of his men were left standing. After a brief period back in the US as an instructor, he was back in action at the battle of Iwo Jima, where he distinguished himself for bravery and fighting spirit before being killed.

**Cost:** +60pts

**Team:** He is not a team, but instead may be added to one of your MMG teams, replacing the gunner, for the cost listed above.

**Weapons:** MMG!

**Special Rules:**

- Gunny: Though he is a sergeant, John Basilone confers friendly units within 6” a +1 morale bonus, just like a Second Lieutenant. In addition, his MMG team does not have the Team Weapon and Fixed rules!

*Battle-weary US Marines prepare to receive a furious Banzai charge.*

## ADVANCE INTO THE CENTRAL PACIFIC

While the battle of Guadalcanal was still raging, moves were being made to neutralise Japanese airfields on nearby islands through air and sea power. With Guadalcanal conquered, US troops were free to land on the Russell Islands, immediately to the north-west, capturing them with no opposition in February 1943. In March a Japanese convoy sent to reinforce the New Guinea theatre with fresh troops from China was virtually wiped out by allied land-based aircraft in the battle of the Bismark Sea. It was a powerful vindication of securing island airfields to control the surroundings seas and plans were underway to begin a two-pronged advance through the Pacific codenamed Operation *Cartwheel*.

According to the *Cartwheel* plans, MacArthur's South West Pacific

Area command would push along New Guinea's northern coast in a series of amphibious assaults and then through the Admiralty Islands and the Celebes to retake the Philippines. Meanwhile the rapidly-growing Pacific Fleet under Admiral Nimitz would advance across the Central Pacific via the Solomons, the Gilbert and Marshall island chains and then the Marianas and Palau before joining forces with MacArthur's command at the Philippines. Major garrisons like those at Truk and Rabaul would be bypassed in favour of neutralising their offensive striking power with air and naval attacks. The south-western area would be primarily run by the US Army with support from the Navy, while the central front was a Navy affair with help by the Army.

While this plan had the merits of dividing Japanese attention and keeping them guessing, it also ran the risks of Imperial general headquarters being able to muster superior forces against one prong or the other. In truth, departmental in-fighting and politics had influenced the *Cartwheel* plan more than anything else, but fortunately for the Americans coordination between the IJA and IJN would prove to be equally poor.

DESTINATION
TOKYO!

*Marines give mutual support to a Sherman medium tank.*

The first move was landings on New Georgia at the end of June, which initially went well with little opposition on the beaches. However the 10,000 strong Japanese garrison was well dug-in inland in dense jungle near Munda. Capturing the Japanese airfield there that was the primary objective of the operation took until 5 August. Intense jungle fighting would continue on the western islands of New Georgia until October. In the Solomons the island of Vella Lavella was captured as the Japanese were busily evacuating garrisons to deeper inside their defensive belt of islands.

Heavy air and naval fighting continued around New Guinea and the Solomons. It wasn't until October 1943 that any new landings took place outside the island of New Guinea itself. The next target was Bougainville at the western end of the Solomons where initial landings were made in October. Again, resistance on the beaches was light, but once the marines moved inshore they found an enemy well-entrenched in dense jungles. Little progress was made until more units were landed in early November and bitter fighting continued on Bougainville for the rest of the war.

On 20 November 1943, amphibious landings were made on the tiny island of Betio (two miles long and 800 yards wide at its widest point), part of the Tarawa Atoll in the Gilbert Islands. At Tarawa the 2nd Marine Division encountered serious opposition at the shoreline for the first time. 4,500 SNLF troops on Tarawa had been digging in for a year; they had 14 emplaced guns including four 8" naval guns, plentiful supplies and even tank support in the shape of 14 Type 95 *Ha-Go* light tanks. Air and naval bombardment by the massive US invasion fleet (totalling 17 carriers and 12 battleships) caused plenty of damage, but few casualties among the defenders. When the marines attempted to cross the Tarawa lagoon and land on Betio, they encountered reefs and an unexpectedly low tide that grounded their landing craft. The delayed approach meant that the naval bombardment lifted too soon and the Japanese defenders had time to emerge from their bunkers and man their positions. The result was a bloodbath. Clearing the tiny island took three days and over 3,000 US casualties. The 2nd Marine Division was withdrawn to Hawaii for six months to recover and train. As usual the Japanese defenders fought to almost the last man, with just 17 left alive at the end of the battle. Bloody Tarawa cast serious doubts about the viability of amphibious landings in some minds and painstaking efforts were made to learn from it. Better reconnaissance was clearly necessary, along with improved communications, the creation of armoured amphibians (unarmoured LVTs had proved to be the only things capable of crossing the reef but were quickly knocked out once ashore), more intense and longer bombardments, plus closer air and naval support once the marines had landed. Ten weeks later the US Navy swept down on the Marshall Islands eager to avenge the dead of Tarawa. Operation *Flintlock*, the capture of Kwajalein and Eniwetok in the Marshalls, was a textbook operation that incurred just a few hundred casualties against defences every bit as tough as those on Tarawa. The IJA and IJN took their own lessons from the fighting. They'd had little choice on the tiny Marshall Islands, but defending at the shore line evidently left them too vulnerable to bombardment. From now on their strongest defences would be inland.

Nimitz moved on to attack Saipan in the Marianas on 15 June 1944. This provoked a major confrontation with the IJN, which eviscerated Japanese carrier-borne air forces in the battle of the Philippine Seas (the so-called "Great Marianas Turkey Shoot"). Landings on Guam and Tinian followed in July, and then on Peleliu and Angaur in September. The fighting was bloody and protracted – Saipan was not secured until 9 July at a cost of almost 14,000 casualties. The fighting there included the largest *banzai* charge of the war when the last 3,000 Japanese defenders followed by their own walking wounded overran several Marine and Army units before being wiped out.

Likewise much blood was shed to defeat the large, entrenched garrisons on Guam, Tinian and Peleliu. At the same time MacArthur's forces were also heavily engaged in battling through New Guinea and taking heavy casualties. Japanese defenders were using (and improving on) natural caves and tunnels on the volcanic islands to provide shelters and strong points. Exceptional camouflage and stringent fire discipline was exercised so that US units often did not know the extent of the defences in front of them until they walked into a trap. *Banzai* charges were discarded as being wasteful. Now, instead of making it easy for the enemy, every Japanese defender would have to be dug, burned or blasted out of their strongholds.

The fighting was intense and desperate, but the war of attrition was gradually won by the American, Australian and New Zealand soldiers, airmen and sailors. It was a measure of Japanese desperation that once the capture of Saipan placed US heavy bombers within range of the Home Islands, *kamikaze* attacks were officially contemplated for the first time.

## LEGENDS OF THE COMMONWEALTH

### *SERGEANT TOM DERRICK*

Sergeant Tom Derrick was an Australian soldier who earned a reputation as a courageous leader and tough fighter in the deserts of North Africa. By late 1943 Derrick was taking part in the Allied attack in New Guinea. His company was given the job of outflanking an enemy position near the town of Sattelberg. The Japanese were emplaced at the top of a cliff and the only way to reach them was to climb the grassy slopes beneath. The company was soon pinned down and after two hours of getting nowhere the order came to retreat. Derrick asked permission to make one more attempt, which was granted. He then proceeded to lead each of his squads in turn over the grassy slopes. He carefully worked his way forward with grenades, which he hurled into the Japanese positions from as close as six yards, clearing out the enemy posts one by one. All the time he was under fire from machine guns and enemy grenades. The demoralised enemy fled at his determined approach. Using this method Derrick destroyed all ten Japanese posts and cleared the way for the entire battalion to advance towards Sattelberg. For his gallantry under fire, exemplary leadership and determination in the face of a situation that had appeared hopeless, he was awarded the Victoria Cross.

**Cost:** +50pts

**Team:** Tom Derrick is not a team, but instead may be added to one of your Regular or Veteran Infantry squads (early, mid or late war), replacing their normal NCO, for the cost listed above.

**Weapons:** Submachine gun

**Special Rules:**

- As long as Tom Derrick is alive his squad, and all friendly infantry squads within 6” of the Tom Derrick model, receive the following Special Rules:

- Tough Fighters
- +1 Morale bonus (exactly as if they were in range of a Second Lieutenant)

*House clearance, Japanese style!*

## RETURN TO THE PHILIPPINES

General Douglas MacArthur kept his promise to the Philippine people when on 20 October 1944 troops stormed ashore at Leyte in the southern Philippines after a two-day naval bombardment. For over a week, carrier aircraft had already been targeting Japanese airfields as far away as Taiwan and Okinawa in support of the landings. Furious aerial offensives hurled at the approaching US ships cost the Japanese hundreds of aircraft (some estimates range as high as 1,000) and achieved negligible results. The inexperienced Japanese pilots who survived returned with inflated stories of success. Japanese propaganda sources claimed that 11 carriers, two battleships and seven cruisers or destroyers had been sunk. In response the IJN activated their plans for Operation *Sho-Go* (Victory) to destroy the American fleet off Leyte.

*Sho-Go* played out as the battle of Leyte Gulf and it was the death knell for the big ships of the Imperial Japanese Navy. A complex plan succeeded in luring away the bulk of the US Navy ships protecting the escort carriers and transports off Leyte. However the Japanese failed to capitalise on their success and the damage they inflicted was minimal. The Japanese ships participating were pounded unmercifully by aircraft, PT boats, submarines and opposing ships during their approach and subsequent retreat from the battle. Few made it back to port.

Ashore, US units linked up with local Filipino guerrilla forces but they made slow progress impeded both by the monsoon season and over 30,000 Japanese reinforcements shipped in from other islands to boost Leyte's garrison to over 60,000. The rugged interior of Leyte featured all of the mountains, steep ridges, caves and dense jungle terrain that marines and GIs had learned to loathe on other islands. It took until December to seize the last Japanese-held port on the island and fighting would continue on Leyte until May 1945. Mindoro, the next island in the archipelago, with a much smaller defence force, proved easier to overcome and was captured in just three days.

The bulk of the remaining Japanese garrison – more than 200,000 troops – was stationed on the main island of Luzon. The IJA commander was the formidable Yamashita, conqueror of Singapore. He decided to leave Manila as an open city and prepared his forces for a protracted campaign in the mountains where his men would continue resisting until after the end of the war – in one soldier's case for decades! However as Yamashita withdrew, a force of 16,000 IJN sailors immediately reoccupied Manila without orders with the objective of destroying port facilities and fighting a final battle in the streets. MacArthur limited artillery and air support for his troops in an effort to reduce casualties and damage. Despite this over 100,000 Filipino civilians were killed over the course of a month of fighting from 4 February to 3 March. Countless atrocities were committed by the trapped Japanese troops in the chaotic, burning city in one last orgy of looting and violence.

Securing the Philippines was far from over (no less than 52 more amphibious landings would be made in the coming weeks), but the archipelago was no longer a viable base for Japanese air and naval units. The Japanese home islands were now effectively isolated from their conquests in the Pacific and the resources they supplied. The flow of oil, steel and rubber for the war industry had already been suffering due to the depredations of American submarines. Now it was only a matter of time before they completely ran out.

*Marines on a jungle patrol*

## IWO JIMA AND OKINAWA

On 19 February 1945 amphibious landings were conducted on Iwo Jima, a solitary, rugged volcanic island that lies halfway between the Marianas and the Japanese home islands. Possession of Iwo Jima would halve the distance American heavy bombers had to fly to reach major Japanese cities and allow their escort by fighters. Conversely it would prevent Japanese fighters on the island intercepting bombers midway through their flight. Intelligence estimates projected a week would be needed to clear the island. 60,000 marines supported by tanks, artillery and armoured amphibians went ashore after an intensive three-day air and naval bombardment.

The Japanese commander on Iwo Jima, Lieutenant General

Tadamichi Kuribayashi, had planned out his defences carefully. From studying previous assaults he knew that his command was doomed, and that any contribution to his nation's defence could only come in the form of holding on for as long as possible and inflicting maximum casualties. Accordingly, he dug his garrison into the numerous caves found in the barren volcanic landscape so that every part of the island could be brought under fire. Bunkers, caves and other strong points were interconnected by tunnels so that even cleared positions could be reoccupied later. It was the most perfect expression of the defensive art yet displayed and exacted a bloody toll on the United States Marine Corps.

Five weeks of intense fighting and almost 25,000 casualties were required before the island fell. It was the first and only time a Japanese garrison inflicted more casualties than it suffered, although by the end of the battle 90% of the garrison was dead rather than injured. In a final, bitter twist, Iwo Jima proved useless as an air base for the heavy bombers and served only as an emergency landing strip for the remainder of the war.

Okinawa was next. The largest island of the Ryukyu chain, lay only 340 miles from mainland Japan. Allied planners had long viewed it as an essential stepping stone for an invasion of the Japanese mainland. Okinawa was heavily defended by a garrison of 80,000 Japanese troops plus 40,000 Okinawan conscripts. On 1 April, some 180,000 marines and GIs landed on the island to minimal resistance on the beaches. Moving inland they found the defenders dug in to mutually supporting positions in the central highlands.

*US Marines and Imperial Japanese infantry clash for control of a key village.*

LEGENDS OF IMPERIAL JAPAN

### *TADAMICHI KURIBAYASHI*

Tadamichi Kuribayashi (7 July 1891–March 1945) was a writer and poet, diplomat and General (*Taisho*) of the Imperial Japanese Army. He was the commander of the Japanese garrison at Iwo Jima, and his unconventional tactics – such as forbidding the *banzai* charge – allowed him to delay the vastly superior US forces assaulting the island for over a month and inflicting heavy casualties on the enemy. It is believed that he led the final defence personally and was killed in action, but his body was never retrieved.

**Cost:** opts (Veteran)

**Team:** 1 officer and up to 2 other men

**Weapons:** Sword, submachine gun, pistol or rifle as depicted on the model

**Options:**

- Kuribayashi may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

**Special Rules:**

- Master Tactician: Kuribayashi's Morale bonus is +5 and the range of his ability is 12".
- Don't waste your life! If your force includes Kuribayashi, and as long as Kuribayashi is alive, no friendly units can use the Banzai Charge special rule.

While the fighting on Iwo Jima had been surprisingly bloody the battle on Okinawa can best be described as vicious. Allied firepower was overwhelming; bombs, shells and bullets scoured battlefields in a veritable typhoon of steel. Japanese defenders fought ferociously to hang on to their positions on ridgelines or fortified caves and made counter-attacks by night. Casualties mounted rapidly on both sides, and the monsoon rains turned the battlefields into muddy quagmire rank with the stench of putrefying corpses. At sea large-scale *kamikaze* attacks were used for the first time with almost 2,000 aircraft hurled against allied ships. By the end of the month a full third of the American fleet had taken hits, with 20 ships sunk and another 157 damaged.

For the first time in the island hopping campaign, the fighting on Okinawa involved a large number of civilians on the battlefield. Japanese troops used civilians as scouts, porters, suicide troops and human shields. American troops were unable or unwilling to make the distinction between soldiers and civilians, pouring fire into settlements and demolishing cave complexes regardless of who might be sheltering inside them. Towards the end of the battle, when it was clear that the IJA had lost, the Okinawan populace were encouraged to commit suicide or be executed to prevent their capture by the “barbaric” Americans. Shocked American forces found themselves trying to save civilians from their own armed forces or persuade them not to take their own lives.

The fighting raged on until 22 June, although some Japanese soldiers continued resistance until the end of the war. The casualties were shocking; 50,000 Americans including 12,000 dead, over 110,000 Japanese dead and anywhere between 40,000 and 150,000 civilians had been killed or committed suicide. In light of the resistance on Okinawa the prospect of invading the Japanese mainland – Operation *Downfall*, planned to take place in October – now sent a chill wind down the spines of sailors and soldiers from the lowest ranks to the very highest.

## AFTERMATH

The island hopping campaigns in the Pacific were unique in World War II and in the history of warfare itself. America was confronted with the problems of how to bring its growing material superiority to bear across thousands of miles of empty ocean. The Japanese had to contend with defending its far-flung empire against a foe that might attack anywhere. The result was a three-year battle of attrition fought across the Pacific islands as the US Army and Navy sought to achieve a seaborne form of blitzkrieg by bypassing main centres of resistance in favour of strategic advances towards the Japanese homeland.

Astute readers will have noted that there were sometimes lengthy periods between the major battles. This was due to the logistical bottlenecks that developed as forces tens of thousands strong were funnelled through primitive or non-existent port facilities. It also paints a somewhat illusory image, as the Pacific War was one of continuous skirmishing by air, naval and ground forces in battles that rumbled on for months or sometimes years in areas bypassed by the main advances.

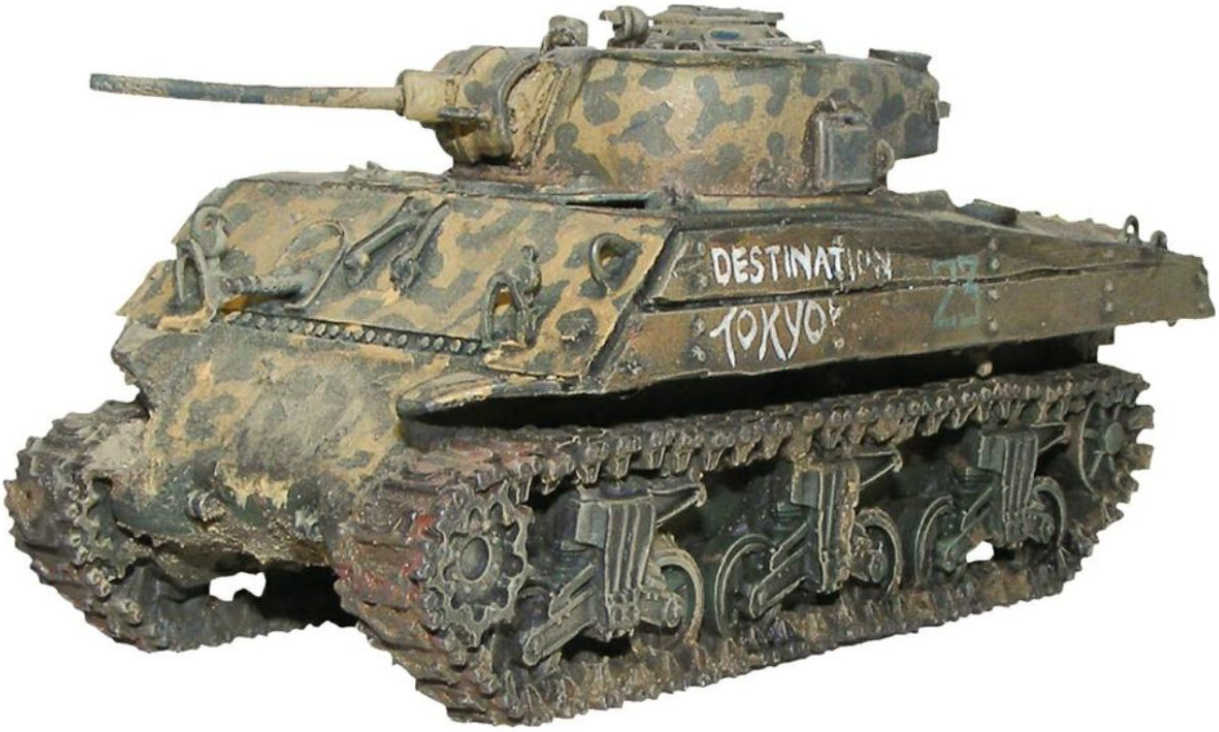
Ultimately through a string of increasingly bloody defeats the Japanese successfully proved that an invasion of Japan itself would be too costly and too frightful to contemplate. The hope was a negotiated peace might occur so that Japan might escape with its honour and even some of its acquisitions intact. However, this was a pipe dream in 1945 when Japan was subjected to fire-bombing raids and unrestricted submarine warfare on a massive scale.

The Allies chose not to wait for a protracted siege to starve Japan into submission. On 21 July the Allies issued a statement threatening Japan with complete destruction if it failed to surrender. On 6 August the world’s first atomic bomb was dropped on the city of Hiroshima, utterly devastating it with a power previously unseen by Man and changing the world forever. On 9 August the Soviet Union declared war on Japan and invaded Manchuria. On the same day a second atomic bomb was dropped, this time on the major port of Nagasaki.

This was enough to finally convince the Emperor and his war cabinet that the war was lost. On 10 August the Emperor made his first ever radio address to the empire outlining his agreement to accept the Allied terms (while studiously avoiding the words "defeat" or "surrender"). The official surrender on 15 August marked Victory Over Japan or V-J Day for the Allies and the end of World War II. It prompted a brief mutiny by Japanese loyalists seeking to save the Emperor from defeatists, which was quickly quelled.

The formal instrument of surrender was signed aboard the battleship USS *Missouri* on 2 September 1945 in the presence of MacArthur and witnessed by two recently released POWs: Wainwright (who had led the defence in the Philippines after MacArthur's withdrawal) and Percival (who had overseen Britain's humiliating military defeat at Singapore).

As Japan submitted to occupation by the victors, all across Asia peoples who had been armed and trained to fight in war between colonial powers began to look to their own futures. Within a few years many nations would gain their independence and within a few decades the ashes of the old empires had been completely swept away.


DESTINATION
TOKYO!
23

*M4A3 Sherman with wooden side armour*

## FIGHTING THE CAMPAIGN USING BOLT ACTION

### SCENARIOS

#### *GENERAL SCENARIOS*

Special scenarios for this theatre are presented below. In addition you can happily use any of the scenarios from the *Bolt Action* rulebook to represent the wide-ranging actions in the Pacific island hopping campaign. Strategically, United States, Australian and New Zealand forces were on the offensive much of the time after 1942, but ferocious local Japanese counterattacks were still common even in 1945. Night Fighting and/or Tropical Hazards Special Rules on pages 110/107 can be used to change otherwise familiar scenarios, indeed many of those rules have been written with the island hopping campaign specifically in mind.

- Scenario 1: Envelopment
- Scenario 2: Maximum Attrition
- Scenario 3: Point Defence
- Scenario 4: Hold Until Relieved
- Scenario 5: Top Secret
- Scenario 6: Demolition

In addition, the following scenarios can be used from this book with a little modification by using the appropriate Theatre Selectors:

- Scenario 2: Trench Warfare in Shanghai (appropriate for Manila)
- Scenario 3: Battle of the Points (any of the innumerable hasty landings made)
- Scenario 4: Airfield Defence (Island hopping was all about this)
- Scenario 5: Ambush on the Burma Road (for blocking force

engagements)
- Scenario 6: HQ Raid (both sides used infiltrators to achieve similar results)

### TERRAIN

Lush tropical islands with sandy beaches make for attractive tabletops and a fitting place for much of the combat to take place. However, many Pacific islands are just the tips of undersea volcanoes poking above sea level, so their interiors are extremely rugged with deep gorges and ravines. In contrast to this coral atolls are formed as the mountain peak erodes and subsides below sea level. This means in many places an atoll is incredibly flat and barely visible above the water.

On most islands everything from the beach inland is covered by a positive riot of greenery: grasses, bamboo, including hardwood trees like teak and mahogany as well as breadfruit, banana and coconut. This is not always the case, however, as some area are so heavily overgrown by long trunked species like coconut palms that the ground cover is correspondingly low and sparse. A large investment in palm trees (whether in money or time spent making them) will be well worth it for any dedicated Pacific player, and this is one theatre where the usually overly large and garish varieties of plastic aquarium plants won't look out of place. Not all islands featured a lot of vegetation. Iwo Jima, for example, was little more than volcanic rock and grit-like sand.

For man-made features of special note are some of the old fortifications that featured in the fighting in the later parts of the Pacific campaign. On Okinawa a keystone of the defences was the ancient Shuri Castle, while in the battle for Manila the inner walled city known as the Intramuros formed a considerable obstacle for MacArthur's troops.

## SCENARIO 7: ALLIGATOR CREEK

On 7 August 1942 the United States Marine Corps landed on the strategic South Pacific island of Guadalcanal and stopped the construction of a vital Japanese airfield. If operational, this airfield would isolate Australia and New Zealand from their allies. The US occupiers completed the airfield and named it Henderson Field. Almost immediately, Imperial Japanese forces left their base at Rabaul to rectify this – beginning their landings on 18 August and immediately marching towards Henderson Field. In their way stood a crocodile-infested creek and a battalion of United States Marines. At 2000hrs on 20 August, the Japanese attacked.

### FORCES

The USMC player may spend 700pts to select a force from the 1942–43 Guadalcanal Theatre Selector from the *Armies of the United States* book.

The Japanese player may spend 1000pts to select a force from The Battle for Guadalcanal 1942 Theatre Selector from the *Armies of Imperial Japan* book.

Note this scenario is designed to be played with set points value to reflect the scale of the real engagement. Players should feel free to expand or reduce this number of points if desired, simply ensure the Japanese player has around 30% more points to spend than the USMC player.

### SET-UP

This scenario is designed to be played on a standard six by four foot wargames table with players fighting across the width of it. Alligator Creek runs through the centre of the table starting in the middle of one of the short table edges. The creek is 4 foot in length and 6” wide. The creek terminates at the ocean sandbar, which is 2 foot wide and consists of soft beach sand. All units may move on the sand, but they cannot be issued Run orders. The creek is waist deep, which allows infantry to cross on Advance orders only. Tracked and wheeled vehicles cannot cross the creek. Soft cover may be placed anywhere on the board except on the beach. The jungle grew up to the edges of the river but players may place soft cover represent jungle at their discretion.

### DEPLOYMENT

The USMC player may deploy anywhere on his half of the table. USMC units can use the Dug In rules (see here). The USMC player sets up all his units on the table first.

The Japanese player may set up anywhere up to 14” from his table edge.

Pre-Deployment, Reserves, and Outflanking are not permitted in this scenario.

## SPECIAL RULES

### PREPARATORY BOMBARDMENT

The battle for Alligator Creek began with a Japanese mortar barrage – a preparatory mortar bombardment strikes the USMC positions before the start of Turn 1. Refer to the Preparatory Bombardment chart here of the *Bolt Action* rulebook.

### NIGHT FIGHTING

The battle of the Alligator Creek took place at night and so uses the Night Fighting rules, found here. The scenario counts as a Flare! game so normal visibility will be restored on some turns.

## OBJECTIVE

The Japanese player must cross the river. The USMC player must stop the Japanese.

## GAME DURATION

At the end of Turn 6 roll a die. On a result of 1, 2, or 3 the game ends. On a roll of 4, 5 or 6 play one further turn.

## VICTORY!

If two Japanese units cross the river into the US deployment area, or the middle line of the beach and survive to the end of the game, the game is a draw. If three or more Japanese units cross the river or the middle line of the beach and survive to the end of the game, the game is a Japanese victory. If one or no Japanese units cross the river, the game ends in a USMC victory. (Note: Japanese units crossing to the USMC side of the river do not have to be intact to claim victory).

## HISTORICAL NOTE

The battle for Alligator Creek is officially know as the battle of the Tenaru. 6,000 troops from the Japanese 28th Infantry Regiment, the Yokosuka Special Naval Landing Force, and 35th Infantry Brigade were tasked with retaking Guadalcanal. The spearpoint of the Japanese assault would be 916 experienced combat troops of the 2/28th Battalion lead by Colonel Kiyono Ichiki. The 2/28th Battalion landed at Taivu Point on the night of the 18/19August 1942 and 800 troops immediately advanced west along the coast towards Henderson Field. The Japanese believed Henderson Field was held by a small USMC raiding party.

Sergeant Jacob Vouza of the British Solomon Islands Native Police Contingent was soon captured by the advancing 2/28th Battalion and tortured for information. He was bayoneted several times in the neck and stomach. Left for dead by his captors Sergeant Vouza chewed through his bindings and in a seriously wounded state made his way ahead of the advancing Japanese to Alligator Creek where he warned the 1,000 men of Colonel Edwin Pollacks' 2nd Battalion 1st Marines that the Japanese were coming. Sergeant Vouza survived the war and was knighted by the King for his heroism.

No sooner had the marines withdrawn to the west banks of the creek, than the Japanese arrived marching in formation along the beach. The Japanese halted at a single strand of barbed wire blocking their path. The battle commenced at 2000hrs, with the marines opening fire on the Japanese who quickly withdrew.

At 0310hrs on 21 August, the Marine positions were hit with heavy mortar and machine gun fire, followed by a full frontal Japanese charge along the sandbank. Marine gunners used two 37mm antitank guns firing canister to decimate the attack. Colonel Ichiki is believed to be amongst the dead, but his body was never found. Further Japanese attempts to cross the river using human wave tactics failed. A last attempt was made to assault through the surf, but that too was defeated.

Sensing victory, the marines counterattacked along the beach using Stuart light tanks. With the support of aircraft from Henderson Field, 1st Battalion 1st Marines crossed the river to the south and enveloped the Japanese positions. At 1700hrs the battle was declared over. 774 Japanese had been killed and 15 were taken prisoner; 44 marines were dead – a resounding US victory.

*Man down!*

## SCENARIO 8: BLOODY TARAWA

On 20 November 1943 US Task Force 52 made landings in the Gilbert Islands on the Tarawa Atoll. Tarawa comprised 38 small islands surrounded by a coral reef. The largest island, called Betio, was barely two miles in length and 800 yards wide at its widest point. Despite the small size of Betio Japanese defences there were exceedingly dense with coastal guns, field artillery and no fewer than 100 machine gun nest and 500 pillboxes. It was the first time that US forces would face serious opposition to an amphibious landing and numerous mistakes were made. The preparatory bombardment failed to knock out the well-built defences of hard coral, concrete and coconut logs. Landings were delayed and the barrage lifted too soon so that when landing craft and LVTs entered the lagoon they were subjected to withering fire. Fighting ashore and clearing the island took three days with heavy American casualties, leading to a serious shake up of allied landing tactics.

### FORCES

This scenario is played between an attacking American force and a defending Japanese force. The Japanese player picks a force to an agreed points, the United States player picks a force total of twice that amount (e.g. 1,000pts if the defending player has 500pts).

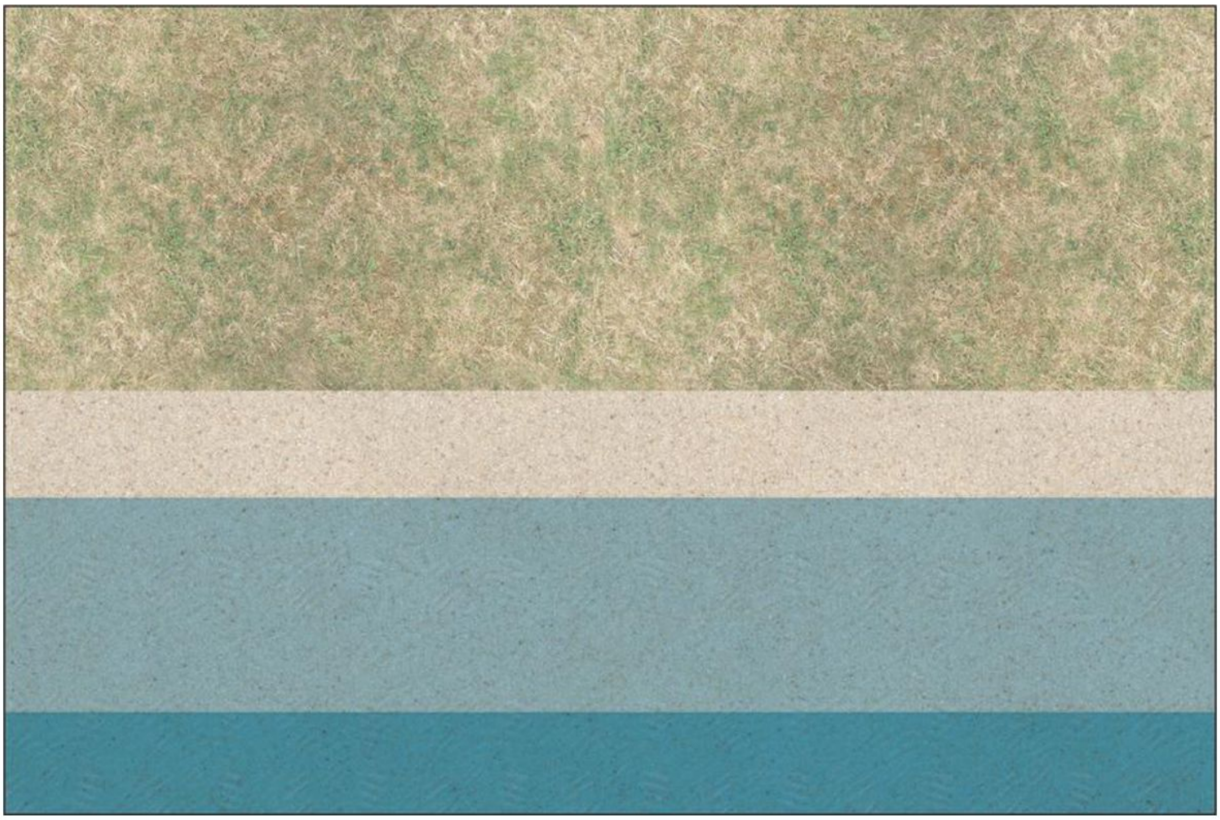
American platoons should be taken from the 1942–43 Guadalcanal Selector in the *Armies of the United States* book. Any units that are not amphibious must start the game mounted in landing craft or amphibious vehicles. In this scenario landing craft are free and cost no points although any upgraded weapons must still be paid for. Amphibious vehicles are not free and must be purchased in the normal manner. The rules for landing craft can be found here.

Japanese platoons should be taken from the Battle For Tarawa 1943

Selector in the *Armies of Imperial Japan* book. The Japanese player receives one free minefield section for each free landing craft used by the attackers.

## SET-UP

This scenario is designed to be played on a standard six by four foot wargames table with players fighting across the width of it. From the attacker's point of view, the first 6" of the table from the attackers edge consists of deep water, the next 12" is shallow water, then 6" of beach (rough ground for movement purposes) and the last 24" can be a mixture of open ground and terrain such as trees, small hills, bushes and tall grass, rocky outcrops and craters… lots of craters.



### *DEPLOYMENT*

The Japanese player may deploy anywhere on his half of the table. Japanese units use the Dug In rules (see here) and Hidden Set-Up (see here of the *Bolt Action* rulebook). The Japanese player deploys all his units on the table first.

In addition to his force, the Japanese player receives up to five bunkers, nine hard cover linear obstacles and a number of minefields equal to the number of free landing craft taken by the American player.

Each linear obstacle must be up to 6” long and 1” tall, and should provide hard cover (so use trenches, low walls, earth embankments, sandbags and the like). You can replace any number of hard cover linear obstacles with soft cover ones (barbed wire, etc.) and if you do so, you get two soft cover obstacles for each hard cover replaced.

The American units are not deployed on the table at the start of the game. The American player must nominate half of his force (rounding up) to form his first wave. Any units not included in the first wave are left in reserve. Units in reserve cannot outflank in this scenario, and similarly units with special deployment rules, like snipers, observers and spotters, cannot use their special deployment.

## SPECIAL RULES

### *PREPARATORY BOMBARDMENT*

Betio was subjected to an impressive-looking preparatory bombardment by battleships and aircraft. However when the dust settled it became obvious that little harm had been done to the defenders. A preparatory bombardment strikes the Japanese positions before the start of Turn 1. Refer to the preparatory bombardment chart here on the *Bolt Action* rulebook but deduct –1 from the dice roll (so for units in bunkers deduct a total of –2). Roll an unmodified die for each linear obstacle and minefield too, on a roll of 6 an obstacle is removed or a minefield counts as cleared.

### *FIRST TURN*

During Turn 1 the American player must bring all his first wave units onto the table. These units can enter the battlefield from any point along the long deep water table edge, and must be given either a Run or Advance order. Note that no order test is required to move units onto the battlefield as part of the first wave.

### *AMPHIBIOUS ASSAULT*

This scenario uses the Amphibious Assaults rules presented in New Scenario Rules section here.

### *RESERVES*

American reserves can enter the battle along the American player's table edge. They may not outflank in this scenario.

## OBJECTIVE

The American player must try to move as many of his units as he can into the defender's set-up zone and destroy the defending forces to establish a beachhead. The Japanese player must try and stop him.

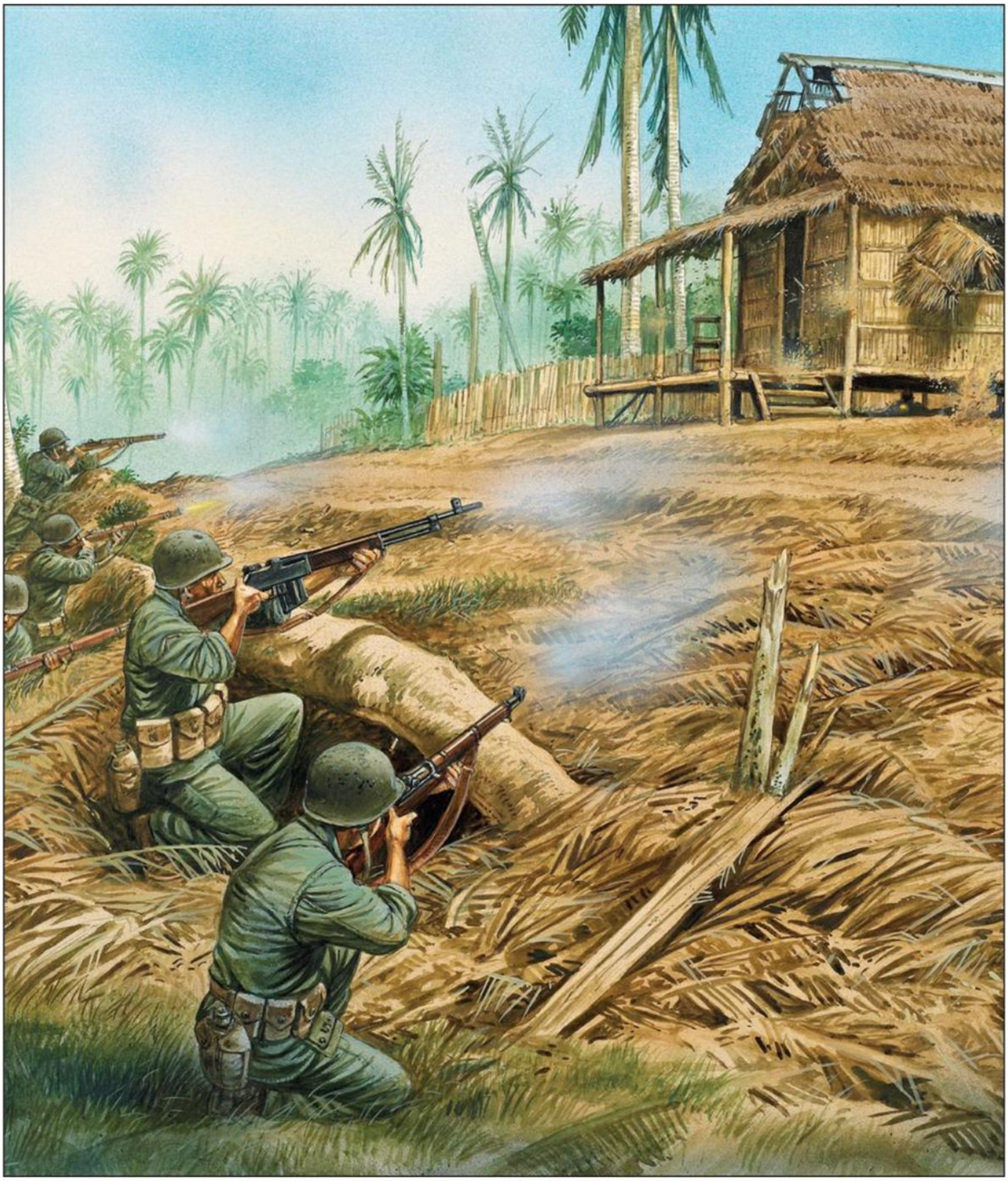
## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 9, roll one D6. On a result of 1, 2 or 3, the game ends, on a roll of 4, 5 or 6 play one further turn.

## VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and the result is a draw!

- The Japanese player scores two victory points for every enemy unit destroyed.
- The US player scores one victory point for every enemy unit destroyed. He also scores one victory point for each of his own units that ends the game in the enemy deployment area.



*Firefight on Leyte, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 175: World War II US Cavalry Units.*

# ADDITIONAL UNITS

## US UNITS

### *USMC RAIDERS*

By order of the President, two USMC Raider battalions were formed in 1942 to undertake commando-style attacks on lightly defended Japanese islands (the name Marine Commandoes was considered and rejected). The men of these battalions were handpicked, well-trained and highly motivated. One battalion was trained by Lieutenant Colonel Evans J. Carlson and the other by Lieutenant Colonel Merritt A. "Red Mike" Edson. While Edson took a conventional approach, Carlson had fought alongside the Communist 8th Route Army in China. He introduced many of the guerrilla tactics and organisation he'd learned to his battalion, such as using ten-man squads and three-man fire teams, refinements that would eventually be adopted by the whole USMC. Carlson is also credited with introducing the Chinese phrase "Gung Ho" to the Marine Corps. Carlson's Raiders first saw combat in the raid on Makin Island on 17 August 1942. Edson's Raiders fought at Tulagi at the start of the Solomons campaign and then were transferred to help defend Henderson Field on Guadalcanal. It was here that Edson earned the Medal of Honor for his defence of Lunga Ridge (later known as Edson's Ridge) against 2,500 Japanese troops on the night of 13–14 September. The Raiders were eventually disbanded in February 1944 and reintegrated back into the Marine Corps where their members continued to excel – three of the six men in the iconic flag-raising on Iwo Jima were ex-Raiders.

**Cost:** 45pts (Veteran)
**Team:** 1 NCO and 2 men
**Weapons:** Rifles

**Options:**

- Add up to 7 additional men with rifles for +15pts each
- The NCO and up to 3 men can have submachine guns instead of rifles for +3pts each
- Up to 3 men can have BAR M1918A2 automatic rifles instead of rifles for +5pts each
- Any man can have a pistol in addition to their other equipment for +1pt each
- Up to 3 men can have shotguns instead of rifles for +3pts each
- The squad can be given antitank grenades for +2pts per man

**Special Rules:**

- Stubborn: Raiders don't give in easily! If forced to check their morale when reduced to half strength, they always test on their full morale value, ignoring any pin markers.
- Tank Hunters (if antitank grenades taken)
- Shotguns: these weapons have the profile below:

| **Type** | **Range** | **Shots** | **Pen** | **Special Rules** |
|---|---|---|---|---|
| **Shotgun** | 18" | 1 | n/a | Assault |

*Selectors*

Marine Raiders count as infantry for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an infantry choice for the following Theatre Selectors in the *Armies of the United States*: 1942–43 – Guadalcanal.

### *USMC WAR DOG TEAM*

The US Marine Corps introduced war dog platoons in 1943. Dogs first took part in the *Bougainville* operation in November, and went on to support US Marine forces at Guam and Peleliu in 1944, and Iwo Jima and Okinawa in 1945. The majority of the dogs used were Doberman Pinschers and the remainder German Shepherds. Dogs were trained as scout dogs or messenger dogs. Scout dogs alerted their handlers to the presence of enemy positions, ambushes and hidden snipers, and proved very effective in this role – often alerting troops to the presence of enemy machine gun nests or sniper positions before they came under fire. Other dogs were trained to carry messages between Marine units. Again they proved more effective than runners, although often coming under fire or even suffering wounds in the course of duty.

**Cost:** 18pts (Veteran)

**Team:** 1 handler

**Weapons:** Each handler has a rifle or submachine gun (as depicted on the model) and a dog

**Options:**

- Add up to 3 additional handlers at +18pts each

**Special Rules:**

- Tough fighters
- Spotting: Hidden enemy units are revealed if a dog team moves to (or is deployed) within 24” of them.

*Selectors*

Extra selection. You may take 0–1 war dog team in addition to the normal infantry allowed for any reinforced platoon that includes at least one unit of US Marines.

### *M29 WEASEL*

The M29 was a small fully-tracked transport vehicle produced by Studebaker. It was originally designed for use in snow specifically to carry commando teams in Norway for attacks on the heavy water plants there. The Weasel had the useful trait of being amphibious (although early versions had a perilously low freeboard) and was adaptable to so many conditions – water, snow, sand, mud – that it was used in every theatre. Principle Service: 1943–45. Manufactured: Over 15,000.

**Cost:** 12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
**Weapons:** None
**Damage Value:** 6+ (soft skinned)
**Transport:** 3 men
**Tow:** Light Anti-Tank gun
**Special Rules:**

- Slow
- Open-topped vehicle
- Amphibious (not while towing)
- Low ground pressure: Part of the Weasel's success came from its wide tracks and low ground pressure. Reroll results on the Mud table if desired. Re-roll any successful hits from anti-tank mines as you would for a Pioneer unit – the Weasel's ground pressure was so low it rarely set off anti-tank mines.

#### *Selectors*

The Weasel counts as a transport for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are a transport choice for any United States Theatre Selector from 1943 onwards.

*USMC kit*

## LEGENDS OF THE UNITED STATES

### *LEWIS "CHESTY" PULLER*

Lieutenant General Lewis Burwell "Chesty" Puller (26 June 1898–11 October 1971) was an officer in the United States Marine Corps. Puller is one of the most decorated members of the Marine Corps in its history – being awarded, amongst many other medals, an astounding five Navy Crosses. He fought in Haiti and Nicaragua, World War II and the Korean War and was famous for his quick-thinking and aggressive leadership, in particular excelling at coordinating the operations of the available aero–naval assets with his infantry.

**Cost:** 265pts (Veteran)
**Team:** 1 officer and up to 2 other men
**Weapons:** Submachine gun, pistol or rifle/carbine as depicted on the model.
**Options:**

- Puller may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

**Special Rules:**

- Semper Fidelis! Puller's Morale bonus is +4 and the range of his ability is 12".
- Naval Fire Support: Puller can request an artillery barrage once per game, exactly like a Forward Artillery Observer.

# NEW SCENARIO RULES

US Marines face a Banzai charge, by Peter Dennis © Osprey Publishing. Taken from Weapon 16: The M1 Garand.

## TROPICAL HAZARDS

South East Asia, New Guinea and the central Pacific islands could be a harsh environment for those not accustomed to it. The extreme heat and humidity of the jungles sapped soldiers' strength and rotted through their equipment with astonishing rapidity. Malaria, dysentery and other tropical diseases ran rampant among men who were all too often already half-dead on their feet through exhaustion, lack of sleep and malnourishment due to frequent interdiction of their supply routes. The Japanese were by no means immune to these problems and were often in a more parlous state than their opponents. Periodically the terrain and weather seemed to conspire against the combatants to make matters worse, with periods of torrential rain turning the jungle into an impenetrable morass.

The rules for tropical hazards encompass several common issues in jungle fighting that can impact on the soldiers' efficiency. They are used for certain historically based scenarios and can be applied to any of the standard scenarios to give a more challenging tropical theme if both players agree.

If you cannot decide on which rules to apply you may instead roll on the chart below at the same time as you roll for the scenario being played:

**TROPICAL HAZARDS TABLE**

| D6 Roll | Result |
|---|---|
| 1 | **Exhaustion for defenders*** |
| 2 | **Exhaustion for defenders and attackers*** |
| 3 | **Exhaustion for attackers*** |
| 4 | **Mud** |

| | |
|---|---|
| **5** | **Monsoon season** |
| **6** | **Normal conditions (or roll again, if both players agree)** |
| ***In scenarios without a defined attacker and defender both players roll off, the high scorer is nominally the attacker for the purpose of tropical hazards.** | |

### EXHAUSTION

Combat casualties were frequently only a fraction of the losses suffered through disease. The physical and mental condition of troops fighting in the jungle deteriorated especially rapidly when they were in combat. During the battle of Myitkyina in northern Burma, members of the 5307th Provisional Regiment, Merrill's Marauders, had to be evacuated at the rate of 75–100 per day. One platoon suffered so badly with dysentery that they cut the seats out of their trousers so as not to be hampered in battle.

Exhaustion has three effects:

- In scenarios where the Exhaustion rule applies, infantry and artillery units must take a morale check at the beginning of the game. If the test is failed, each point it is failed by indicates the loss of one soldier or crewman from the unit.
- Exhausted units that are in reserve who must pass a morale check to move onto the table suffer an extra –1 to their test.
- Exhausted units must pass an Order check in order to successfully

execute a Run order even if they have no pin markers.

### MUD

During the monsoon season from May to August each year heavy rainfall is brought to South East Asia by changes in the prevailing winds. Downpours can be truly torrential; streams become rivers and rivers become raging torrents, tracks and paths turn into a bottomless morass of liquid mud. Commanders tried to avoid undertaking major campaigns during the monsoon season due to the difficultly of moving men and equipment, but fighting often went on anyway. Even outside of the monsoon season, narrow jungle tracks and unpaved roads could be turned into impassable mud pits by heavy traffic or tanks using them frequently.

Infantry and tracked vehicles could deal better with mud (at least in the short-timescale represented by a *Bolt Action* engagement), but wheeled vehicles really struggled. Areas of mud are normally treated as difficult ground in *Bolt Action*. However, if you like to add an element of randomness similar to the one used for ice, you can agree with your opponent to use the rules below for vehicles and artillery units moving across areas of mud – vehicles and artillery units treat mud as open ground, but any such unit whose movement is going to cross a section of mud must declare their intended move and then roll on the Deep Mud table the moment they start moving onto the mud.

### MONSOON SEASON

During the monsoon season scenarios that do not normally feature limited visibility (see Limited Visibility rules below) may feature them on a dice roll of 4, 5 or 6 to represent the additional blinding (and deafening) effects of torrential rain. In scenarios which already use the Limited Visibility rules reduce the spotting distance for units by another –3” during monsoon season. The rules for mud will also be applied to all unpaved roads and open ground. Forward Air Observers attempting to call in an air strike during monsoon season suffer a –1 penalty on the Air Strike chart.

**DEEP MUD TABLE**

| D6 Roll | Result |
|---|---|
| 0 | Buried deep: The unit cannot move for the rest of the game. |
| 1–2 | Bogged down: The unit has to stop, losing grip on the ground. The unit moves into the mud and then immediately stops (or does not move at all if it started the move in mud). The unit also suffers an extra -1 modifier to this roll the next time it moves. |
| 3–4 | Struggle: The efforts to cross this section of mud are very troublesome for your vehicle's traction. Vehicles continue with their move normally, but can only move through a maximum of 6" of mud as part of their move, after which they must stop. The same goes for Artillery units, except that they can move only up to 2". |
| 5–6 | Fairly solid going: This area was not as deep and soft as you thought. The unit continues with its move normally. |
| Deep Mud Modifiers<br>Fully tracked vehicle: +1<br>Half-track: +0<br>Wheeled vehicle, artillery: -1 | |

KING KONG
KING KONG

*US Marines secure a village as rainclouds roll in.*

## NIGHT FIGHTING

The Imperial Japanese Army and Navy placed a strong emphasis on the aggressive use of night attacks to offset enemy strength in numbers or firepower. Their training and combat doctrines for night fighting techniques were superior those of the Allies and had been honed by years of combat in China. Equally, in the dense jungles of New Guinea or the persistent fogs of the Aleutian Islands opponents could seldom see one another and had to rely on noise and gun flashes to locate their foes. As a result fights in situations of limited visibility were very common in the Pacific Theatre during World War II.

The following rules deal with the limited visibility and uncertainty caused by night operations. They can also be used for battles that occur in other situations of limited visibility, like heavy rain, fog, thick jungles and the like. We have found that these rules add a layer of complexity to games of *Bolt Action*, and slightly slow down game-play, but they create a very different gaming experience, with different tactical challenges and extra tension that, we feel, perfectly captures the fear and confusion of fighting at night.

### DIFFERENT TYPES OF NIGHT FIGHTING GAMES

Whenever you are about to pick a scenario for a game of *Bolt Action*, you can agree with your opponent that the game you are going to play is going to simply follow the normal game rules, or that it is going to be a Night Fight, in which case the Limited Visibility rules (below) will apply throughout the game. Alternatively, you can decide that you are playing a Dawn Assault game, a Longest Day game, or a Flare! game.

If you cannot decide on which type of game to play, you may instead roll on the chart below at the same time as you roll for the scenario being played:

- 1: Night Fight
- 2: Flare!
- 3: Dawn Assault
- 4: Longest Day
- 5: Normal visibility game (or roll again, if both players agree)
- 6: Players roll-off and the winner chooses

### *DAWN ASSAULT*

In a Dawn Assault, the game begins with the Limited Visibility rules, but you must roll a die at the beginning of each turn after the first, and add the current turn number to the result (e.g. add +2 on turn two, +3 on turn three, etc.). On a modified total of 8 or more, the Limited Visibility rules immediately cease to apply and visibility returns to normal for the rest of the game.

### *LONGEST DAY*

In a Longest Day game, you begin with normal visibility, but you must roll a die at the beginning of each turn after the first and add the current turn number to the result (as above). On a modified total of 8 or more, the Limited Visibility rules immediately begin to apply and last for the rest of the game.

### *FLARE!*

In a Flare! game, the action takes place at night, with Limited Visibility throughout, but you must roll a die at the beginning of each turn after the first. On a roll of 4 or more, a powerful flare goes up (or series of flares are parachuted in, or a heavy fog curtain lifts temporarily...) and visibility is normal for that turn only. Roll again for visibility the next turn, and so on.

## NIGHT FIGHTING RULES

### *LIMITED VISIBILITY*

When you are determining whether a unit is able to see a target (for shooting, assaulting, etc.) at night, first follow the normal rules for line of sight. If the target would be visible according to the normal rules, then start the normal shooting procedure and declare the target. Then, before the 'target reacts' step, you must take a spotting roll for the acting unit to see whether they can actually identify the target through the darkness:

Roll 2D6 and add or subtract any of the modifiers listed below that apply, down to a minimum modified total of 2.

*Visibility Modifiers*

- +6" The target has a 'Fire', 'Advance', 'Run' or 'Rally' order die on it.
- +6" The target has a 'Muzzle Flashes!' marker on it (see below)
- -6" The target has a 'Down' order die on it.
- -6" The target is a small unit
- +6" The target is a vehicle

If the modified total is equal or higher than the distance between the firing unit and the target, then the target is visible and the firing/assaulting sequence continues as normal – target reacts etc.

If the total is lower than the distance to the target, the attacking unit cannot shoot/assault the target and its action ends immediately (the acting unit's Order Die is simply left as it is), as the men nervously scan the darkness in search of targets.

### *MUZZLE FLASHES*

The worst thing a unit can do at night is to open fire, as the loud noises and particularly the flashes of their weapons will reveal their position to the enemy. And tracer rounds are infamous for ‘working both ways’. To represent this, when a unit fires any weaponry against an enemy, it must be marked with a ‘Muzzle Flashes’ marker (a coin or other token). This token makes the unit more visible, as shown in the chart above, and will remain with the unit until it receives another order.

Note that it is possible for a unit to receive a Fire! order die, but then to be unable to actually open fire (because of a failed spotting roll, for example). These units do not receive a Muzzle Flashes! marker – you only get one when you actually fire a weapon at the enemy.

### *FIRES*

Burning vehicles or buildings illuminate a surprisingly wide area at night and anyone near them is very likely to get spotted. Count any unit within 6" of a building or vehicle that's on fire as having a 'muzzle flashes' marker even if they haven't fired.

### *JAPANESE INFILTRATORS*

Japanese platoons would routinely send out infiltrators to scout enemy positions at night. The infiltrators employed numerous tricks to get their enemies to reveal themselves including calling out orders in English, firing off shots or flares or tossing grenades at random. A particularly favoured trick was lighting strings of fire crackers to simulate a barrage of gunfire. Nervous or inexperienced troops were particularly susceptible to these tactics and would waste ammunition on shadows, whereas veterans learned to reply only with silence.

In conditions of limited visibility a Japanese infantry unit or team that is given Ambush orders may also force the closest enemy unit or team within 12” to pass an order test against the effects of infiltrators.

A unit or team that fails this test counts as having a Muzzle Flashes! marker even if they haven't fired. Any FUBAR results are applied as normal. Passing the test means there is no effect, the unit is not fooled! If the order test is a roll of 2, one model is lost from the Japanese infantry unit or team as one of their infiltrators is caught and killed.

### REACTING TO AN ASSAULT

If a unit successfully declares an assault at night and the targets reacts by firing at the assaulting models, the target unit must first make a spotting roll to see if they can see the assaulting models (before they are moved). If the target unit fails this spotting roll, it may not react, just as if the assaulting unit was within 6" when they declared the assault – a blood-curdling surprise charge out of the darkness!

### INDIRECT FIRE

If a weapon with Indirect Fire has 'zeroed in' on to a target, there is no need of making another spotting roll to fire at that target; simply roll to hit on a 2+, as normal.

### FORWARD AIR AND ARTILLERY OBSERVERS

When an artillery observer calls in a barrage, it does not get a Muzzle Flashes! marker, as he's not firing any gun (unless of course someone else in his team does fire a weapon as part of the same order). When calling in a barrage, the observer does not need to make a spotting roll, but can instead place the marker anywhere on the table, as he would be relying on maps and noise/gun flashes rather than direct observation of targets. However, to simulate the increased chances of something going wrong, you suffer a -1 on the Artillery or Smoke Barrage charts (down to a minimum of 1).

Air Strikes cannot be called at all at night, making Forward Air Observers quite useless.

## DUG IN: FOXHOLES, TRENCHES AND GUN PITS

Entrenchments featured heavily in a number of battles in the Second Sino-Japanese War. During the Japanese offensives of 1941–42 they frequently had to overcome both well-established fortifications and entrenchments hastily thrown up by the colonial powers. The Japanese viewed digging in only as a temporary defensive measure for use in between attacks. However as the war progressed and it became necessary to defend their territories the IJA showed a great affinity for creating extremely effective field fortifications using local materials. These were generally heavily camouflaged and almost impossible to locate until the occupying troops opened fire.

In every theatre with suitable terrain all sides used gun pits, foxholes and trenches to defend their ground. In *Bolt Action* terms this means that defending units set up on the tabletop at the beginning of the game can have the advantages of Dug In positions. Dug In positions work a lot like the Hidden Set-Up rules in that regard, but in the case of Dug In positions the bonuses continue to function during combat.

*US Marine Corps Medium machine gun team*

## DUG IN RULES

Where indicated in the scenario, units can be Dug In at the start of the game (for scenarios where it is not specifically mentioned as a rule of thumb a unit that can use Hidden Set-Up is allowed to be Dug In). These units must be deployed on the tabletop at the start of the scenario and may be subject to the Hidden Set-Up rules as well. Dug In units are still placed on the table in the usual way, and must be marked in some fashion to show that they are hidden – any distinct token or marker will do.

A Dug In unit counts as 'Down' when shot at, even if it's not Down (additional –1 to be hit and the number of hits from HE is halved rounding down). If the unit does go 'Down' while Dug In, the benefits of being Down are doubled (i.e. –2 to be hit and only one-quarter damage from HE). Being Dug In offers no additional protection or benefit against enemy assaults (although tank assaults are an exception, see below)

Units count as Dug In until they're ordered to Advance or Run. If possible mark the locations of vacated foxholes, gun pits and trenches so that they can be re-occupied or captured by the enemy later. Card counters, plasticine or piles of small stones can be used as a makeshift solution, although gorgeous modelling solutions made with foamcore, clay or similar materials are preferred of course!

### *DUG IN VEHICLES*

On the defensive it was common practice to dig in tanks as well as men, albeit considerably more digging was required! While the tank sacrifices its mobility, it gains protection by reducing its target size and not having its more vulnerable treads and hull exposed to enemy fire.

Dug In vehicles count as being in Hard Cover to attackers and count *immobilised* damage results as *crew stunned* instead. Dug In vehicles may not move during the game.

### DUG IN WITH HIDDEN SET-UP

A unit can be both Dug-In and use Hidden Set Up, providing it satisfies the deployment restrictions for both – in this case it is assumed the Dug-In unit has had the time and opportunity to properly camouflage its positions.

The Hidden Set-Up rules take precedence until they no longer apply, the Dug In unit does gain the additional protection of counting as Down against HE fire while Hidden. Once Hidden Set Up rules no longer apply to the unit for any reason, the Dug In rules apply instead. *tool*

*US entrenching*

### JAPANESE "SPIDER HOLE" NETWORKS

Elaborate Japanese entrenchment systems were first encountered around Buna and Gona in New Guinea and increasingly often as US and Commonwealth forces fought closer to the Japanese home islands. They comprised a radial network of foxholes and shallow connecting trenches surrounding individual bunkers. The foxholes and communication trenches were typically roofed with corrugated iron or coconut matting and well-camouflaged by a covering of fast-growing jungle foliage. In combat the

Japanese defenders could move rapidly from hole to hole under concealment to bring down unexpected fire onto the sides or even rear of an advancing enemy. US troops sometimes referred to these entrenchment networks as “spider holes”.

To reflect the extensive entrenchments found around Japanese bunkers, Dug In Japanese infantry units and teams that use Advance orders and end their movement within 12” of a Japanese bunker retain their Dug In status. In addition if the unit or team does not shoot that turn, it gains Hidden Set-Up status.

*Ambush! A Chindit patrol fails to notice the heavily camouflaged Japanese until it's too late...*

### *DUG IN VS PREPARATORY BOMBARDMENT*

In scenarios which use the Preparatory Bombardment rules (see

Preparatory Bombardment here of the *Bolt Action* rulebook) being Dug In doesn't modify the effects of the bombardment. It's assumed that units are already taking cover as best they can from the bombardment and that in the event of a direct hit being dug in won't offer any additional protection from a heavy calibre shell, bomb or rocket.

### *DUG IN VS TANK ASSAULT*

A foxhole or trench would give protection for a few moments, but if a tank actually stopped on it and twisted on its tracks a few times 'like a man crushing out a cigarette' (to quote one observer) the hole would collapse with messy results for the unfortunate occupant.

Models from Dug In units automatically pass their morale check and are not moved aside when assaulted by a tank as they simply duck down in their entrenchment and allow the tank to pass overhead. However, if a tank ends its Assault movement on top of any Dug In models those models are removed as casualties and the unit must take the morale check for tank assault as normal.

*Marines clear a Japanese bunker on Tarawa, by Peter Dennis © Osprey Publishing. Taken from Weapon 29: US Combat Shotguns.*

## DIGGING IN DURING A GAME

We do not normally allow troops to Dig In during the course of a game, but if both players agree, troops can be allowed to go Dig In during a game if they are given a *Down* order. Make an order test for the unit at the end of the turn, if it succeeds and the unit remains on Down orders in the same spot until the end of the next turn, they will count as Dug In at their current positions in the end phase of that turn.

As this can slow down the game and makes some scenarios harder for one side to win we present it as an optional rule for experienced players rather than as a general rule of play.

## MINEFIELDS

Minefields were employed by the combatants in the Pacific War wherever they had the time and resources available to do so. Limited pathways through dense terrain meant that a few mines sewn at strategic points could have a disproportionate effect. They were often incorporated into roadblocks to prevent enemy armour smashing through. Japanese island garrisons emplaced minefields both on the beaches and further inland. The Japanese used three types of mines; the Model 93 "tape measure mine", the Model 99 antitank mine and the Model 96 mine – a spherical 106lb behemoth that could be laid on land or underwater. Japanese troops also proved adept at creating booby traps using grenades, artillery shells, aircraft bombs, Bangalore torpedoes and anything else they could get their hands on.

### MINEFIELD RULES

Players can decide to add minefields to any of their games, as long as they agree beforehand. Usually the defender in a scenario can deploy mines, since attackers are pushing into a new area and have not had the opportunity.

Initially, we are going to provide rules for visible, marked minefields, as we assume that both sides are adhering to the Geneva Convention and marking their minefields. We shall also deal by default with anti-personnel mines, as they are the most common. Later on we'll also provide rules for anti-tank, mixed, dummy and concealed minefields.

### *MINEFIELD SECTIONS*

The default minefield section in *Bolt Action* is a 6"-sided square area. Larger minefields can be made by placing several of these sections next to each other.

Normally, we tend to allow the defender in a scenario two minefield sections per full 1000 points of his force. Or if you prefer you can allow a certain amount of points to be spent on minefields (up to 10 per cent of the force total), and say that each section costs 50pts.

A minefield section can either be a cardboard base appropriately decorated, much like an area of rough ground, or can be delimited ad hoc before a game using four 6” long obstacles (like a 6” length of barbed wire), or even simply using four counters set up at 6” distance to mark the corners of the minefield.

### *EFFECT OF MINEFIELDS*

When any unit (friend or foe) moves into a minefield section, the opponent can interrupt their movement once at any point during their move, just as if the minefield itself was in Ambush. When the opponent declares that the minefield is ‘attacking’ the unit, the controlling player must halt at that point and note how much movement the unit has left. Assuming the unit survives its encounter with the minefield, it will finish its move as normal.

After the unit has been positioned at its ‘Ambush’ point, the opponent rolls one die to see if the unit triggers a mine, effectively rolling to hit the unit with the minefield section itself. A minefield section needs a 3+ to hit an Inexperienced unit, 4+ for a Regular unit, and 5+ for a Veteran unit.

Units belonging to the player that has placed the minefield are supposed to know the location of the mines, so they can force the opponent to re-roll any successful hit, as long as they are moving at an Advance. Also, units of combat engineers (Engineers, Pioneers, etc.) are trained to deal with these obstacles and always benefit from this re-roll when moving at an Advance, even when crossing the enemy’s minefields.

If any unit (including friends and engineers) is sufficiently foolhardy to cross a minefield at a Run, the minefield rolls three dice when ambushing the unit rather than one!

If the minefield misses with all of its dice, the unit has not triggered a mine and can finish its move normally. If the minefield scores hits, then each successful hit is resolved with a Penetration value of +2 against non-armoured targets and +3 against armoured targets (Damage roll of 7+). Roll to damage as normal. A unit that is hit also suffers D3 pin markers rather than just 1. Note that the higher value Pen against armoured targets reflects the fact that the anti-personnel mine hits the weakly armoured belly of the vehicle – not normally considered from the point of view of other hits.

If the unit is not destroyed, or broken by a resulting Morale check, it can finish its move as normal.

Note that a single minefield section can attack a unit only once per move, but can attack any number of units moving over it during the turn. Also, if a unit was foolish enough to cross two (or more!) minefield sections as part of the same move, each section can ambush it in turn.

### *Anti-Tank Minefields*

At the beginning of the game, you may secretly write down that any of your minefields is an anti-tank minefield. Anti-tank minefields only affect vehicles, and are ignored by infantry and artillery units that move over them. However, hits inflicted on vehicles are at +5 Pen rather than the normal +2.

### *Mixed Minefields*

You can also create a mixed minefield section by ‘using up’ two of your sections. So, if for example you were allowed two sections in the scenario being played, you can lay both out as anti-tank or anti-personnel minefields, or deploy a single one as a mixed minefield. Make a note of which section is mixed.

A mixed minefield section combines the best of both worlds and will affect infantry and artillery with +2 Pen hits, but vehicles with +5 Pen hits.

### Dummy Minefields

You can replace any real minefield section allowed by the scenario with two dummy minefield sections. For example, if you are allowed two sections, you can place three down. Make a note of which sections are dummies. Your opponent might notice this variation in the number of allowed minefields, in which case he'll know some minefields are dummies, but of course he won't know which ones!

When units enter a dummy minefield, roll to ambush them as normal (including any re-rolls that the opponent may force upon you). If you score a hit, however, you have to reveal the minefield is just a dummy, and from now on it counts as a cleared minefield section (see below), as a few mines were often left even in dummy minefields.

### *Minefields in Water*

As mines in shallow and deep water are intended solely to destroy boats and amphibious vehicles, you cannot place anti-personnel minefields in water terrain (Shallow or Deep), but you can place anti-tank minefields, or dummy ones, in either type of water terrain (see rules for movement in water here).

### *Concealed Minefields*

Instead of visibly deploying your minefields sections, you may halve the number of sections available and deploy them hidden without any markings. We cannot condone and do not encourage the use of this despicable practice, which is against the Geneva Convention!

Make an accurate note of where the minefield sections are. You can either use coordinates and/or make a map of the table as you wish. You cannot place hidden minefields in the enemy's set-up zone.

During the game, when a unit moves into the minefield, you must reveal it (the unit has spotted that something is amiss) and place it on the table, and then proceed to ambush the unit as normal.

### *Booby Traps*

While a minefield is laid to protect an area, booby traps tend to be placed far more specifically at a choke point along a trail, for example, or at the entrance to a building with the objective of killing or maiming as many enemies as possible. As such booby traps follow the rules for a concealed anti-personnel minefield section with the following changes:

- The marker for a booby trapped area is a 3" diameter circle instead of a 6" square.
- When the booby traps are triggered they roll three times as many attacks as normal – so 3 against a unit on Advance orders and 9 against a unit on Run orders!
- Once the booby traps have been triggered and taken effect the marker is removed.

*Banzai! A brave but reckless charge across a minefield.*

## CLEARING MINEFIELDS

Once a minefield section has scored one or more hits on a unit passing over it, the opposing player rolls a die. On the roll of a 6, the minefield is **cleared**. If the unit that was hit was a vehicle with damage value 8 or more, the minefield is instead cleared on a 4+. This represents any subsequent troops either following in the tracks of the first or moving over craters left by previous exploded mines.

A cleared minefield is left in place, but from that point onwards the minefield only ever scores hits on a 6, regardless of the quality of the troops crossing it, and always rolls a single die 'to hit', even against units moving at a Run. Re-rolls for friends and Engineers still apply. This represents hurried mines clearance under fire, which is not exactly a thorough process, and might definitely leave a few isolated mines behind.

Thankfully, there are alternative means of clearing a minefield other than walking your infantry or driving your tanks over it. These are listed below with their rules.

### *MANUAL MINE CLEARANCE BY INFANTRY*

Any infantry unit that has at least five models inside a minefield can be ordered to attempt to clear it using their bayonets. The unit must be given a special ‘Mine clearing’ order, which is the same as giving the unit a Down order – place a Down marker next to the unit and then make a ‘mine clearing roll’ applying all of the modifiers below. In order to clear the minefield section, the result needs to be a 6 after modifications. Note that a natural 6 is always a success and a natural 1 is always a failure. In addition, if a natural 1 is rolled, the minefield section ambushes the unit as normal (and in this case, an anti-tank minefield **does** affect the tampering infantry!).

Mine clearing modifiers (cumulative)

- Veterans +1
- Inexperienced -1
- Engineers +1
- Mine-clearing gear* +2
- Per pin marker on unit -1

*Any Engineer unit may be equipped before the game with mine clearing gear (Bangalore Torpedoes, mine detectors, etc.) at a cost of +1pt per model, at least one of the models should show this upgrade.

### *BLOWING IT UP!*

Any weapon capable of Indirect Fire can target a visible minefield section. Aim for the centre point of the section and roll to hit as normal (including ranging in for successive shots). If a hit is scored, roll for the HE value of the weapon – if you score at least 6 hits on the minefield with a single shot, the minefield section is cleared.

When resolving an artillery barrage 'Fire for effect' result, roll a die for each minefield section within range of the barrage (including concealed ones!). If you roll a 6, the minefield section is hit by a heavy howitzer as normal, and if you score at least 6 hits on it, it is cleared.

When firing a preparatory bombardment, roll a die for each minefield sections in the defender's set-up zone (including concealed ones!). If you roll a 6 that minefield section is cleared.

## AMPHIBIOUS ASSAULTS

The Pacific War is so-called with good reason, as nearly all of the combatants had to contend with crossing that ocean at some stage in the war. Even the predominantly land-based campaigns in China, Malaya and Burma featured large amphibious landings by both sides, while the US spent almost three years fighting their way up the island chains from Australia to the Japanese home islands. Some landings were vast in scale and many months in the planning, others were opportunistic raids by small forces. In all cases getting men onto the shore and then inland was one of the most dangerous and fraught stages of the operation.

When preparing to play a game of *Bolt Action* that involves an amphibious landing, you should define an area of the table as Deep Water, and another as Shallow Water. These areas of water normally start from the attacker's table edge, as described in the scenario being played.

### MOVEMENT IN WATER

#### *DEEP WATER*

Deep Water is impassable terrain to all units except those that have the Waterborne or Amphibious rules, or any other rule allowing movement in water (i.e. boats and amphibious vehicles, usually). We assume that infantry laden with all of the kit they need to carry in combat cannot swim and keep their kit operational.

In addition the following extra rules apply:

- If a vehicle with the Waterborne or Amphibious rule is immobilized while in Deep Water, it will automatically drift D6" forward every time it receives an order.
- Units in Deep Water suffer an additional -1 to hit when firing their

onboard weapons because of the waves rocking the boat. Players may agree to ignore this rule if the Deep Water in question is exceptionally still (placid lake, very slow moving river).

- If a transported unit does not have the Waterborne or Amphibious rule and is forced to dismount in Deep Water, it can try to reach an area of Shallow Water with his move to dismount. If it cannot reach the Shallow Water, it is destroyed.

### *SHALLOW WATER*

Shallow water is treated as rough ground, with a few extra rules:

- Only Infantry and Waterborne or Amphibious vehicles may move in water.
- Artillery units treat it as impassable. If transported artillery is forced to dismount in Shallow Water, it can try to reach an area of solid ground with his move to dismount. If it cannot reach the solid ground, it is destroyed.
- While infantry are moving in water, they can do nothing else (e.g. an infantry unit may not fire weapons while in water).
- Infantry units must always pass an order test to execute an order while in water, even if they are not pinned.
- Water provides hard cover to infantry from small arms fire. This is due to the rounds being slowed down by the density of the water. Even the feared MG42s bullets would stop after going through only 3 feet of surf!
- When an infantry unit finally moves out of the shallow water, it immediately gets an additional pin marker to represent the difficulty of regrouping after moving in water.
- Waterborne vehicles may end their move overlapping solid ground for up to half of their length, thus allowing transported units to disembark.

## LAGOONS, REEFS AND CORAL ATOLLS

During the island hopping campaigns, US Marines landed on many islands that had large coral reefs. In some case the islands themselves were ring-shaped atolls with a central lagoon that were formed by coral growing on the lip of an undersea volcano. The danger of these was that the depth of water above them could be unpredictable, a "neap" or dodging tide could change the expected depth by several feet multiple times a day. At Tarawa in the Gilbert Islands, US Marines encountered a nightmare scenario when their landing craft ran aground on reefs far from the beach and right under Japanese coastal guns. Casualties were extremely heavy and some units had to wade as much as 700 yards through chest-high water to reach the shore.

*Type 2 Ka-Mi amphibious tank with floating pontoons still attached*

When playing scenarios involving an amphibious assault on an island with coral reefs the following additional rules may be applied to give the attacker even more to worry about.

When a Waterborne or Amphibious craft moves from Deep to Shallow Water for the first time, it must test by rolling a D6 on the Reef table, applying any appropriate modifiers as detailed below.

| REEF TABLE | |
|---|---|
| D6 Roll | Result |
| 0 | Stuck: The craft becomes well and truly stuck on the reef. The craft cannot move for the rest of the game. |
| 1–2 | Grounded: The craft runs up against a coral outcrop. The craft moves into the Shallow Water and then immediately stops. The craft must test again the next time it moves and suffers an extra –1 modifier to this roll. |
| 3–4 | Slow Progress: The efforts to cross this section of reef are very troublesome for your craft. The craft continues with its move normally, but can only move through a maximum of 6” of Shallow Water this turn, after which it must stop. The craft must test again the next time it moves. |
| 5–6 | Smooth Sailing: Water depth is just fine and you pass over the reef with ease. The craft continues to move normally and does not have to test on the Reef table again. |
| Reef Modifiers<br>Amphibious vehicle: +2<br>Waterborne vehicle: +0<br>Transporting another vehicle: -2<br>Grounded last turn: -1<br>Dodge tide: -3/+3 (Both players roll a D6 at the start of the game. If both | |

**roll the same, a dodge tide is in effect. If the numbers rolled were odd, the tide is low and gives a -3 penalty. If even numbers were rolled, the tide is high and gives a +3 bonus.)**

*Marines deploy from a LVT Buffalo*

### LANDING CRAFT

Below are the characteristics for the most common type/sizes of landing craft used in World War II – feel free to add them to any nation's transport force for amphibious operations. The standard rules for transports apply to landing craft, with the exception that units must begin the game on landing craft and cannot mount onto them unless the landing craft is partially on solid ground.

#### *BOATS*

A variety of different craft were employed for landings or large river crossings including collapsible assault boats, pontoons, inflatable boats, lifeboats or rowboats pressed into service, canoes and improvised rafts – sometimes simply anything that could float! This entry can be used to represent any of these unpowered small craft.

**Cost:** 16pts (Inexperienced), 20pts (Regular), 24pts (Veteran)

**Weapons:** None

**Damage value:** 3+

**Transport:** Up to 16 men

**Options:**

- Upgrade with outboard motor (removes May Not Run special rule) +10pts

**Special Rules:**

- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability.
- Slow
- Open topped
- May Not Run: Boats may not be given Run orders.

### *LANDING CRAFT, ASSAULT*

The Landing Craft, Assault was one of the smaller specialised landing craft. This type was developed by the British in 1936, but other combatants created equivalent designs even earlier. The Japanese Super A type featured a frontal ramp and armoured pilot's position and much like the British design had a wooden double hull with an outer skin of armour. This entry can also be used for small barges or steam launches pressed into service.

**Cost:** 25pts (Inexperienced), 36pts (Regular), 43pts (Veteran)

**Weapons:** None

**Damage value:** 6+

**Transport:** 36 men

**Special Rules:**

- Waterborne: May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability.

- Slow
- Open topped

### LANDING CRAFT, PERSONNEL

The most common example of Landing Craft, Personnel was perhaps the Higgins Boat. This ubiquitous vehicle was made from plywood, its design based around boats normally used in swamps in the mainland US. It could carry an entire infantry platoon or a light vehicle like a jeep and deliver them from their transport ship offshore to the beach, where the front ramp was dropped to let the troops quickly deploy. Around 20,000 were built during World War II.

**Cost:** 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
**Weapons:** 1 MMG covering the front and left arc, 1 MMG covering the front and right arc
**Damage Value:** 6+
**Transport:** 36 men, or one jeep and 16 men
**Special Rules:**

- Waterborne: May only move in areas of Deep or Shallow water, being treated as a tracked vehicle for speed and turning ability
- Slow
- Open topped

### LANDING CRAFT, MECHANIZED

There were many different types of LCMs, but in general they were designed to deliver either a large body of troops or vehicles directly on to the beaches from their front ramp. They could carry a couple of trucks or even a single medium tank, making them a very useful tool during an amphibious assault.

**Cost:** 100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)

**Weapons:** 1 MMG covering the front and left arc, 1 MMG covering the front and right arc

**Damage Value:** 7+

**Transport:** 100 men, or two soft-skin vehicles, or one armoured vehicle with damage value of 9+ or less

**Options:**

- Upgrade both MMGs to HMGs for +20pts

**Special Rules:**

- Waterborne: May only move in areas of Deep or Shallow water, being treated as a tracked vehicle for speed and turning ability
- Slow
- Open-topped

*Marines take on Marines as the Japanese SNLF assaults US Marine Corps positions.*

## CITY FIGHTING

The Second Sino-Japanese War began with intense city fighting most notably in Shanghai and Nanking. During the three month long battle for Shanghai artillery barrages and aerial bombardment reduced swathes of the city to a rubble-covered wasteland. As the Japanese pursued the Nationalists deeper into central China fighting often centred upon towns and cities at the junction of rail and road networks. In the opening stages of World War II Rangoon, Hong Kong and Singapore all bore witness to brief but bloody battles as the Japanese swept over them. Later in the war, Manila in the Philippines became the battleground for a major clash between US and Japanese forces.

Fighting in built-up areas brings a perplexing set of extra challenges to unit commanders. Buildings, even ones reduced to rubble, make superb fighting positions for defenders while attackers must contend with moving through open streets to advance. The confusing landscape of ruins and rubble was easy to get lost in and squads often found themselves pinned down or cut off with little idea of where friends and enemies might be. Even gaining entry to a defended building could be a miniature battle of its own with fighting room-to-room and floor-to-floor using grenades, bullets and close combat necessary to dislodge the defenders.

The city fighting rules are intended to supplement the rules for buildings here of the *Bolt Action* rulebook by laying out a number of additional challenges.

### THE CITY AS A BATTLEFIELD

The kind of terrain pieces you have available to make up your city battlefield will dictate a lot about how it all fits together in terms of the rules. Some players like to construct modular boards with built-in ruins, buildings and other features. Others have baseboards with features –

particularly 'sunk-in' ones – like streets and canals, but with separate buildings that can be removed for ease of transport and storage. The third approach is the simplest one – as many buildings and ruins as possible placed on a suitably coloured/textured mat.

For the purposes of city fighting the terrain on the tabletop counts as one of four types:

- Rubble
- Buildings
- Roads
- Open Ground

## RUBBLE

When buildings are destroyed they leave behind a big pile of rubble. Attackers found that, if anything, rubble was even worse to assault than the buildings it had replaced; instead of having obvious doors and windows to cover as they advanced, they found defenders might be lurking literally anywhere. Moving across large piles of loose rubble could be tricky, especially for multi-ton tanks!

### *MOVEMENT IN RUBBLE*

Rubble counts as rough ground for movement purposes, but it offers additional perils for tracked vehicles moving across it. Tracked vehicles attempting to pick their way across irregular mounds of brick and concrete may slide sideways, 'belly out' or even crash through into cellars, sewers or other hidden voids beneath the rubble.

When a tracked vehicle is going to move across rubble that is above half the height of the vehicle model itself, declare their intended move and then roll on the Rubble table the moment they start moving onto the rubble.

### *SHOOTING IN RUBBLE*

The plentiful hiding places rubble provides means the hit modifier it provides for infantry occupying it depends on a unit's current orders, as it is very important what a squad is actually supposed to be doing when they come under fire inside rubble.

Rubble counts as hard cover when shot across at targets behind it, but when shooting against a unit that has the majority of its models inside the rubble, the following modifiers apply instead of the normal –2 hard cover modifier.

| Target Orders | To Hit Modifier |
|---|---|
| No orders, Ambush, or Down* | -3 |
| Fire or Rally | -2 |
| Advance | -1 |
| *Cumulative with the Down Modifier. | |

| RUBBLE TABLE | |
|---|---|
| D6 Roll | Result |
| 0 or lower | Crash: The vehicle crashes through the rubble and into a cellar or sewer beneath. The vehicle is removed and it counts as destroyed. |
| 1–2 | Bellied: The vehicle becomes temporarily immobilised by a protruding obstacle pushing against its belly armour and preventing the tracks from gripping. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn before it becomes immobilised until its next activation. Any shooting at the vehicle from |

| | |
|---|---|
| | the front that rolls a natural 6 to hit will strike its exposed belly armour (counts as rear armour). The vehicle can attempt to move across rubble again next turn. |
| 3–4 | Slipped: The vehicle moves a short distance before slipping awkwardly sidewise or backwards. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn. The vehicle can attempt to move across rubble again next turn. |
| 5–6 | Crunch: With its engine roaring and treads clattering the vehicle is free to move across the rubble without any incident this turn. |
| Rubble Modifiers<br>Heavy or superheavy tank: -2<br>Light or medium tank: -1<br>Inexperienced crew: -1<br>Veteran crew: +1 | |

## BUILDINGS

See the *Bolt Action* rulebook for rules on buildings. As mentioned there any building that is more than 8"x 8" in size should be regarded as two (or more) buildings for game purposes. If you're lucky enough to have buildings models with interior details it can work well to treat each room, hallway and staircase as a separate 'building' in the case of a city fight.

## ROADS AND OPEN GROUND

Roads and areas of open ground represent a rare opportunity for fast movement inside a city, but they can also be a deadly trap for units brought under fire. Hard surfaces can channel or reflect bullets, blasts and shrapnel, and this, along with a stark absence of cover, means casualty rates are much higher in urban environments.

When rolling to damage infantry or soft-skinned vehicles that are on roads or open ground in a city fight add +1 pen.

### SEWER MOVEMENT

Outflanking units can also opt to try and move through the city sewers so that they can emerge just about anywhere. Only infantry squads, headquarters teams and sniper teams can use sewer movement.

The order test penalty to arrive when using sewer movement is doubled to -2 instead of the usual -1. If the test is successfully passed the unit may use an *advance* or *run* order to move onto the table from any ground-level point on the tabletop that is more than 6" away from any enemy model.

If a FUBAR result is rolled by a unit attempting to use sewer movement, it gets hopelessly lost, suffocates or triggers a booby trap. The unfortunate unit is destroyed.

### COMMAND AND CONTROL IN A CITY FIGHT

Another effect of urban terrain that was compounded by uncertain movement and high casualty rates was difficulty of maintaining adequate command control. The chaotic landscape conspired to make runners and radios unreliable. Individual units could become pinned down for hours waiting for orders or support. Snipers, infiltrators, booby traps and an uncertain front line would quickly dissipate any forward momentum and wreck any chance of a coordinated attack. Actions soon devolved into to sporadic squad versus squad engagements over a single building or landmark.

To represent the effects of command breakdown, the players may agree to use the following rule in a city fight scenario: at the end of each turn one of each player's units must remain on Down or Ambush orders and their dice is not returned to the cup. If none of a player's units are currently on Down or Ambush orders, the opposing player may select one unit at the end of the turn and change their orders to Ambush or Down (in which case the unit immediately loses a pin marker if it had one). Headquarters units may never be chosen for this purpose as their motivation and communications are generally superior.

This command breakdown effect is cumulative, so at the end of the second turn two units must remain on Down or Ambush orders, at the end of the third turn three units must remain on Down or Ambush and so on.

The intended effect is that both players will have a shrinking number of units to activate each turn, but it doesn't limit exactly which units you can activate. This means a well-placed (or lucky unit) might be able to push deep into the enemy lines, but with fewer and fewer supporting units.

Because Headquarters units are immune to this rule, a player's number of available order dice will never drop below their number of surviving Headquarters units. So stack up on officers, medics and observers when going into a city – you're going to need them!

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Warlord Games
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Lenton Boulevard,
Nottingham, NG7 2BD, UK
E-mail: info@warlordgames.com

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